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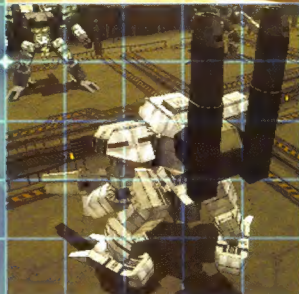
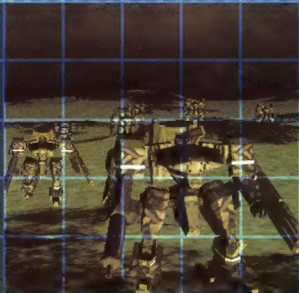
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




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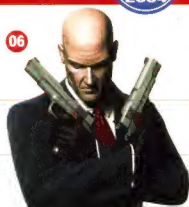
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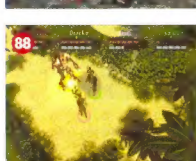
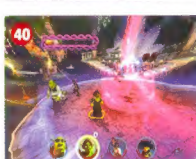
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ON THE COVER:
Hitman: Contracts
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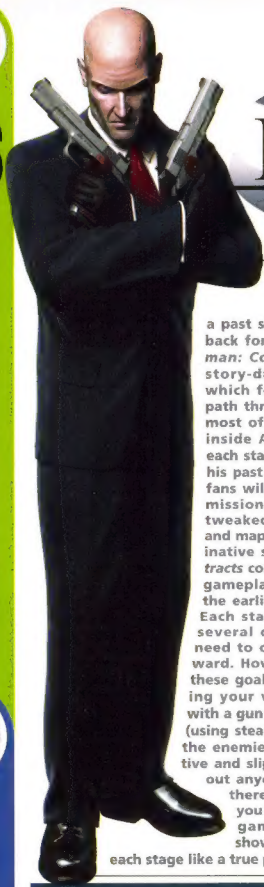
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HITMAN

CONTRACTS

BY PAT REYNOLDS

Agent 47, the professional hitman with a past shrouded in mystery, is back for a third outing in *Hitman: Contracts*. Unlike most story-driven action games, which follow a chronological path through several missions, most of *Contracts* takes place inside Agent 47's head, with each stage a memory of one of his past jobs. Longtime *Hitman* fans will even recognize a few missions from earlier games, tweaked with new objectives and maps. Aside from the imaginative storyline, *Hitman: Contracts* continues the open-ended gameplay trends set down by the earlier games in the series. Each stage presents you with several objectives that you'll need to complete to move forward. How you choose to meet these goals can be simple (blasting your way through the area with a gun in each hand) or stylish (using stealth and guile to bypass the enemies, complete the objective and slip out of the area without anyone knowing you were there). This guide will give you tips for using all of the game's weaponry and show you how to complete each stage like a true professional.

HIDING IN PLAIN SIGHT

Unlike other stealth-based games, *Hitman: Contracts* allows you to hide in the open, walking right past your enemies undetected. Agent 47 accomplishes this daring feat by finding and wearing a variety of different clothing. From security guards to gang members to gardeners, Agent 47 can blend in with the crowd in many areas of the game. There are two main rules to keep in mind when using disguises. First, if you need to take the clothes off of a person to get them—and you want to maintain your Silent Assassin ranking—use a syringe to knock the person out rather than kill him. Second, disguises are often area-specific. In areas where people are dressed in the same outfit, you're likely to be ignored. But in areas where your outfit doesn't fit in, the locals are more likely to become suspicious of you, and will see through your disguise from further away. Obviously, wearing a completely inappropriate disguise (like a police uniform in a gang hideout) will immediately blow your cover.



TOOLS OF THE TRADE

A good hitman not only carries everything he needs with him at all times, but he can also use many items found on-site to carry out his mission. During the game, Agent 47 will employ many weapons and items. Here are the tools you'll use the most during the game and the best uses for them.

KEY WEAPONS

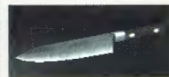


FIBER WIRE

A mainstay in Agent 47's equipment selection, the fiber wire is useful for incapacitating targets silently. It's entirely made from non-metal components, so it won't set off any metal detectors you might need to pass through during some missions. You never need to drop this weapon to get past frisk searches or metal detectors, and you can use it to carry out most of the hits in the game.

SYRINGE

The special compound contained in this syringe can completely render a target immobile and unable to move or call for help. If you're trying to achieve a Silent Assassin ranking and have to take out a non-target guard or other person to get into an area, the non-lethal syringe won't blow the ranking.



FOUND OBJECTS

There are potential weapons in the form of everyday objects everywhere in this game. Although Agent 47 always has his trusty fiber wire for most situations, keep an eye out for items such as knives, pool cues, pillows and vials of poison which can be used to carry out your objectives.

SPECIALTY ITEMS

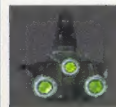


BINOCULARS

The first rule of any good hitman is to never go into a job blind. The binoculars are good for any number of reconnaissance tasks, from learning the patrol routes of guards to spotting convenient entry and exit points on a building. Most importantly, they let you look around the area without putting yourself at risk.

LOCKPICK

A locked door can't stop Agent 47—this handy tool (which is undetectable by metal detectors) will get you into places your enemy thinks are secure. Just be sure that no guards spot you breaking and entering or you'll blow your cover.



NIGHT VISION GOGGLES

Some situations will put Agent 47 in the dark. With these goggles, you'll still be able to see, allowing you to turn the tables on any enemies in the area who are unable to see you.

WALKTHROUGH

Although the missions in *Hitman: Contracts* can be completed in a variety of ways, this guide will follow the path of the "Silent Assassin," the rank you'll earn for finishing a mission without ever alerting the enemy to your presence. This is the most difficult path through the game, but completing each stage this way will earn you a bonus, which is listed along with the mission objectives in the walkthrough.

MISSION 1: ASYLUM AFTERMATH

OBJECTIVE: Escape from the sanitarium

SILENT ASSASSIN BONUS: CZ2000 Dual



Grab the car keys from the body in the white room before heading into the sanitarium. Your first stop should be the room marked on the map with a yellow exclamation point (a Point of Interest). You'll find four syringes on a table in the room.

In the room across the hall, you'll find an inmate amusing himself with a kitchen knife and a dead body. Sneak up on the inmate and use a syringe on him; you'll then be able to take his clothes and the knife. Be sure to conceal the knife before heading back out to the hallway. Head to the elevator and take it to the second floor.



Point of interest, you'll find a set of car keys on the desk.

Go to the first floor and find the main entrance. It's guarded by SWAT members who will open fire if you attempt to leave the building. When you approach them, one will order you to go to the lab and wait. The lab is located through the door on the left, behind the SWAT team. Inside the lab, there's on guard whose patrol route takes him up the spiral staircase and into a room on the second floor.

You'll find a slain SWAT officer surrounded by the bodies of sanitarium inmates and workers in the atrium on the second floor. If you haven't gotten inmate clothing already, take some now, and take the stun gun from the ground as well. Around the corner in the office (check the map for the



MISSION 2: THE MEAT KING'S PARTY

OBJECTIVE: Assassinate "Meat King" Campbell Sturrock

OBJECTIVE: Assassinate lawyer Andrei Puscus

OBJECTIVE: Rescue the client's daughter

OBJECTIVE: Escape the compound

SILENT ASSASSIN BONUS: Micro Uzis



There's a party going on in the meat packing plant and your name isn't on the guest list. You can get in by posing as the driver of the meat truck, though. Take his clothes at the start of the mission, and be sure to drop your handguns—delivery drivers don't carry silver-plated .45s.

Drop the meat hook, too. Be sure to use the button on the side of the truck to close its doors and keep the guards from discovering the body inside. A guard will frisk you at the entrance; when he's satisfied that you're clean, you can enter the building.

Head for the first Point of Interest on your map. It's a locker room, and you'll find a set of opium waiter's clothes on a bench there. However, there should only be one opium waiter on duty, and there's already one in the party, so wait for him to return to the locker room. A woman will enter shortly after the waiter and begin to entertain him. Now you can safely head into the main party area (the southernmost room on the first floor).



One of your targets, the lawyer, is located in the opium den behind the red curtains in the southeast corner of the room. Take an opium pipe from the bar and enter the room. Place the pipe on the table next to the lawyer and wait for him to pass out from the smoke. Take the VIP invitation and silenced pistol from his table and complete your objective by giving him one of the bullets from the gun.



The guard will stand in the second-story room for some time. Pick the lock on the door in the room and sneak into the small room on the other side. Watch the guard through the keyhole until he leaves the room. Alternatively, sneak up to the guard and knock him out with a syringe. Exit through the large glass door onto the balcony—you'll find a ladder leading to the courtyard of the sanitarium. Your getaway car (provided you took a set of car keys) is directly below. If a spotlight shines on you, stop moving to avoid detection. Watch the patrolling guard near the car, and when he's not looking, enter the car to finish the mission.

Return to the locker room and change back into the delivery driver's clothing. Enter the kitchen and one of the chefs will instruct you to take a cooked chicken up to Mr. Sturrock (you might have to wait for him to prepare it). Find a secluded area and drop the chicken, then stuff the chicken with the silenced pistol. Head upstairs via the stairs in the southern area of the first floor. The guard at the top will frisk you, but he doesn't check the chicken. Enter Mr. Sturrock's private room and close the curtains. Retrieve the gun from the chicken and then give him his meal. His "escorts" will leave the room. When they're gone, give Mr. Sturrock his dessert—his so busy feeding on the chicken he won't even see it coming.



Now it's time to find out what happened to the client's daughter. Return downstairs and make your way to the stairs in the northern area, near where you entered the building. Follow the map to the Point of Interest to find the girl. Dispatch the man in the room and collect the evidence necessary to complete the objective. Now all that remains is to exit the area. Head back downstairs and you'll find a door leading outside; check the map for the exit points to finish the mission.



Xbox Strategy



PlayStation 2



MISSION 3: THE BJARKHOV BOMB

- OBJECTIVE:** Assassinate Fabian Fuchs
OBJECTIVE: Assassinate Commander Bjarkhov
OBJECTIVE: Destroy the dirty bomb production capability
OBJECTIVE: Escape via cargo plane
SILENT ASSASSIN BONUS: Silverballers Silenced



You'll start the mission in the cargo bay of the plane. Hide here and wait for one of the workers to enter the cargo bay and pick up one of the grocery carts. When he turns around, run up and take him out with a syringe. Drag the body behind the crates in the plane and take his clothes.

Enter the mess hall (the building in the northwest corner of the map) and look for the Point of Interest on the map. In the kitchen, take the laxative from the counter and use it to poison the soup on the stove. Talk to the chef—he's your contact, and he has some good information on how to complete one of the objectives. With the soup contaminated, enter the mess hall and wait for Fabian Fuchs to start eating his meal.



Take the fire poker from the stand next to the fireplace and enter the bathroom in the northeast corner. Stand at one of the toilets and wait for Fuchs to enter the bathroom, suffering from the effects of the laxative. When Fabian is occupied on the toilet, corner him in the stall and use the

fire poker to take him out. Be sure to grab his pistol and his clothing before leaving the bathroom.

After leaving the bathroom, a guard will mistake you for Fuchs and ask you to follow him to a meeting with Commander Bjarkhov. Since Bjarkhov is your next target, following the guard is a good idea. Don't get too close or you risk blowing your disguise. He'll lead you to a railcar that runs between the airstrip and the military base. Pull the lever on the car to start the journey.



three bombs. Do not take an AK-47—you can't conceal it and it will blow your cover. Drop any other guns you might be carrying as well. Proceed back to the hallway and enter the second door on the right.

Go upstairs and follow the rooms out onto the ship deck. A guard will frisk you for weapons before letting you proceed to Bjarkhov's room. After greeting you, Bjarkhov will move to a corner table and pour himself a glass of vodka. This is the time to strike: When he reaches the table, Bjarkhov will turn to look at you. After he turns back to making his drink, bring out the fiber wire and take him out. Take the master key from the desk. Exit Bjarkhov's office through the door in the west wall, then follow the corridors until you reach the entrance hall where you originally entered the ship. You can collect the weapons you dropped in the supply room now.

Your first stop after leaving the railcar is Bjarkhov's transport ship. The guards at the door will let you in, advising you that Bjarkhov is waiting at the second door on the right. Take the first door on the right, go through the small room filled with soldiers into the supply room and take the



It's time for the final objective: shutting down the dirty bomb production capability of the military base. Head to the warehouse, located in the northwest corner on the map. Inside the warehouse, enter the first room on the right to find the radiation suit. Leave the warehouse and head for

the submarine. Walk to the end of the walkway next to the submarine and climb down the ladder, then walk around the outer hull of the sub. When you reach a weak point, the action window will pop up, allowing you to place one of the three bombs. Check the map each time to be sure that there are no guards in sight when you place the bombs.

When all three bombs are planted, return to the warehouse and change back into Fabian Fuchs' clothing. Return to the railcar and start the journey back to the airstrip. Check the map for the location of the guards patrolling the walkway along the tunnel. When no guards are in sight, take out the remote detonator and set off the bombs. With all objectives completed, return to the exit point on the cargo plane to complete the mission.



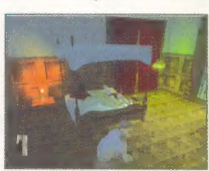
MISSION 4: BELDINGFORD MANOR

- OBJECTIVE:** Assassinate Lord Winston Beldingford
OBJECTIVE: Assassinate Alistair Beldingford
OBJECTIVE: Rescue Giles Northcott
OBJECTIVE: Escape Beldingford
SILENT ASSASSIN BONUS: Magnum 500 Dual



Your first order of business is to get into the manor without being spotted by the guards that patrol the grounds. The best way to do this is to wait near the tower at the start of the mission for the two guards to finish chatting and start their patrol routes, then sneak across the path and into the

hedge maze. Navigate the maze by using your map. You'll find



drawing alerts. Just don't get too close to any guards.

a trap door in the southwest corner; this leads into the cellar of the manor. Make your way through the wine cellar, climb up the stairs and you'll be inside the manor.

CONTINUED

PLAYS TO TAKE NAMES



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MISSION 4: BELDINGFORD MANOR CONTINUED



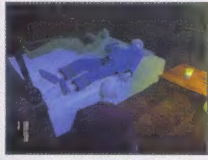
Return to the first floor and enter the kitchen. Walk past the two guards sitting at the table to maintain your disguise. Go through the side door, then enter the second door on the left wall to find the furnace room. Turn the furnace off, then return to the kitchen and take the stairs up

to the second floor. On the second floor, enter the second room on the right to find a vial of poison.

Back in the hallway, enter the door in the opposite wall to find the bathroom. The long mirror is actually a door leading to a secret passage behind the walls. This passage leads to Lord Beldingford's bedroom. Be sure to look through the keyhole before entering the bedroom. Beldingford gets up and walks into his study occasionally before returning to bed. When he gets back into his bed, it's safe to enter the bedroom.



Beldingford will take a drink from the glass next to his bed before lying down to sleep. Wait until he's prostrate before sneaking up to the bed. Take the pillow from the bed and use it to suffocate him, completing your first objective.



Exit the bedroom via the double doors and search the bookcases on the right wall to find another secret door. This passage leads up to the third floor. Follow the rooms and you'll reach a spiral staircase leading down. Take this back to the first floor, then make your way through the rooms

to the staircase in the southeast corner of the house. Take this to the wine cellar, where you'll find the whiskey cask from which the butler brings drinks to Alistair Beldingford. Use the vial of poison to contaminate the cask (be sure to check the map for nearby guards first), then head back upstairs and leave the manor via the main doors.

Outside again, check the map for the path leading to the west. Follow the path to the stables where Giles Northcott is being held. Head around the stables to the power box (it's marked on the map) and disable the satellite transmission. The guards will run to investigate, so head around the stables to the opposite entrance (on the east side) while they're occupied.



Run to the room with the television and grab the stable key from the wall before the guards finish with the power box repair. Check the map for the location of Northcott (he's shown in white) and make your way there. Sneak past the horses in the stables or they'll alert the guards. Open the cell



with the key to rescue Giles Northcott.

With both targets eliminated and Northcott freed, it's time to get out of the area before things get hot. The exit point is the raft near where you started the mission. Use the map to check for the guard patrols as you make your way to the extraction point. Be sure to give the guards a wide berth—you don't want to blow the mission this close to the end! Reach the raft to finish the mission.



MISSION 5: RENDEZVOUS IN ROTTERDAM

OBJECTIVE: Assassinate Klaas Teller

OBJECTIVE: Assassinate Rupert Van Leuven

OBJECTIVE: Retrieve the photographs

OBJECTIVE: Escape

SILENT ASSASSIN BONUS: Sawed Off Shotgun Dual



You begin this mission in a small building near the factory. Exit through the door in the south wall. Wait for the guards around the factory to move away, then enter the building via the door in the east wall. There's one guard seated at a desk in the first room; stay near the north wall and sneak

to the opposite door to avoid detection. In the hallway, enter the double doors on the left and head to the second floor.

Look for the room with the Point of Interest marker and head there. In this room, one of the gang members is having a "meeting" with a professional woman. Sneak into the room and take his clothes from the floor (stay near the shelving so neither the bad guy nor the woman spots you), then sneak back out of the room.



Move through the second floor to the staircase at the west end of the building. Your disguise will fool the guards as long as you don't get too close to any of them. Take the stairs down to the first floor and exit the factory through the door at the end of the hallway.



In the alleyway outside, look for a missing board in the fence. Go through the opening and into the enclosed, central courtyard. Head for the northwest corner and enter the building there. Check the map for the location of the fuse box and use it to turn off the lights. The guard will move from his post to investigate; use this opportunity to slip out of the building through the unguarded door in the north wall. Climb the ladder to the roof and enter the door.



One of your targets, Rupert Van Leuven, is in this building. His office is in the southeast corner. Use the map to check his position, as well as that of the guard patrolling the floor. When Van Leuven leaves his office suite, go there and hide in the bathroom located nearby. Wait for Van Leuven to return to his office. When he walks past the bathroom, sneak out behind him and follow him into the office. He'll look out



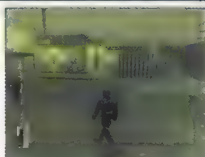
MISSION 5: RENDEZVOUS IN ROTTERDAM CONTINUED

the office window for a moment; use this opportunity to sneak up and eliminate him silently with the fiber wire. Take the VIP keycard and safe combination from his body. Open the safe in the office and retrieve the photos. Finally, drag the corpse into the bathroom sauna to prevent the guard from discovering it.



Leave Van Leuven's office and head to the staircase in the hallway. Take this to the basement. Your final target, Klaas Teller, is being held in a room in the northwest corner. Avoid the guards by using the map and head to the target. You find Teller strapped to an electrocution rack. The power

switch for the rack is next to Teller—flip the switch to give Klaas the shock of his life.



With all objectives completed, it's time to head for the exit point. There's a door in the south wall of the basement that leads outside. In the courtyard, walk slowly and stay far from the guards. They won't become alerted if they see you, but if any of them get close, they'll spot the disguise. Reach one of the exit points listed on the map to complete the mission.

MISSION 6: DEADLY CARGO

DEADLY CARGO
SILENT ASSASSIN BONUS: M4 Carbine Assault Rifle .5

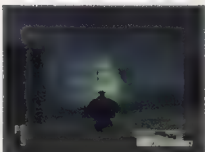


The police are swarming the area, so your first goal is to find a disguise that will let you move freely among them. From the start, head down the street to the end and turn right. There's a guard booth ahead, but you can bypass it by using the door in the fence to the left. Enter the police

station just past the fence and check the map for the Point of Interest. It marks the location of a police uniform. Change clothes, then leave the police station.

the south section and climb it to reach the street. Enter the nearby warehouse.

Take the stairs to the second floor and check the map for the location of the ladder leading to the rooftop. Stop at the top of the ladder and look around the roof until you spot the SWAT sniper positioned there. Wait for the police to begin their raid on the cargo ship, then sneak onto the rooftop and take out the sniper with a syringe. Drag his body out of sight, then take his uniform and rifle and return to his position on the rooftop. Use the rifle's scope to find Boris in one of the windows of the ship's bridge and take him out. In the commotion of the police raid, one more gunshot won't alert anyone to your presence. Leave the sniper rifle on the roof and retrace your path to reach the exit point and finish the mission.



MISSION 7: TRADITIONS OF THE TRADE

OBJECTIVE: Assassinate Franz Fuchs
OBJECTIVE: Assassinate Fritz Fuchs
OBJECTIVE: Retrieve the chemical bomb
OBJECTIVE: Escape with the bomb
SILENT ASSASSIN BONUS: SG220 .5 Dual



Take the conference ID from the body at the start of the mission, then proceed up the street to the heavily guarded hotel entrance. Before approaching the guards, be sure you're not carrying anything metal (this includes the suitcase you're carrying at the start of the mission). After ac-

cepting your ID card, the guard will allow you to pass through the metal detector and into the hotel.

In the hotel lobby, approach the desk clerk and obtain a key for your room—301. Enter the east wing of the first floor and you'll come to a door marked "Hotel Wing Closed." After making sure there aren't any guards around, pick the lock to find room 108. There's a guard using the room's shower, and he has conveniently left his clothes and handgun on the bed for you.



Disguised as a guard, return to the lobby and pick the lock on the door in the northwest corner. This leads to the hotel's pool, where Fritz Fuchs is enjoying a swim before hitting the sauna. Don't enter the pool room—wait in the shower room and use the map to watch Fritz's movement.

When he enters the sauna (marked as a Point of Interest on the map), follow him. Use the red valve to crank up the heat in the sauna and finish Fritz Fuchs. Take the key to the X-Ray room from Fritz's body before leaving the scene.

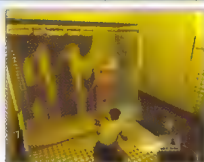
Your next mission is to find one of the bellboys who push vacuum cleaners through the hallways. When you've located one, wait for him to enter a guest room, then move to the door and take the master key he left in the lock. This will get you into any of the guest rooms without the need for picking any locks. Go to the second floor, enter room 203 (the room next to Franz Fuchs suite) and head to the balcony. There's a guard in room 202; he'll walk out onto the balcony occasionally. Wait for him to move back into the room before jumping across to the balcony.



CONTINUED

MISSION 7: TRADITIONS OF THE TRADE CONTINUED

Sneak into the room and use your syringe to knock out the guard, then sneak into the bathroom and use the fiber wire on Franz Fuchs to complete your second objective. Before leaving the room (via the balcony back to room 203), take the bodyguard's clothes and pick up the bomb case from next to the bed.



Head to the third floor and locate the roof access door on the west side of the wing (look for the green light above the door). Find the windows leading into Fritz's dental offices. There's a guard in the room, so you'll need to wait until he's not looking at the windows before hopping through and into the room.



Check the map for the Point of Interest—the location of the chemical bomb—and head there. Grab the bomb, then backtrack to the third floor hallway. Retrieve your security guard uniform from Franz's room (use the balcony to get there, same as before). From there, simply walk out of the hotel without acting suspicious. The security guard uniform will allow you to carry the bomb case through the metal detectors without being questioned.

MISSION 8: SLAYING A DRAGON

OBJECTIVE: Escape the area

SILENT ASSASSIN BONUS: MP5 Submachine Gun .5



Check your map at the start to locate the sewer opening marked as a Point of Interest. Take the rat poison from the sewer tunnel and return to street level.

Next, head for the building directly to the east of the park. Go to the top floor and enter the room marked as a Point of Interest. Take the clothes from the floor and leave any weapons you're carrying behind. Leave the building and head into the park. The Blue Lotus gang members will search you before letting you enter.



Inside the park, don't get close to any of the Triad members as you approach the central gazebo. Wait for the two negotiators to start walking around the gazebo. When they're around a corner and out of sight, check your map to be sure that no other guards are looking in your direction.

When the coast is clear, move to the teapot on the small table and use the rat poison to contaminate it. The poison will accomplish your main objective automatically, and the Blue Lotus negotiator will leave the area shortly after. Leave the park and head for the exit point to complete this short mission.

MISSION 9: THE WANG FOU INCIDENT

OBJECTIVE: Escape from mission

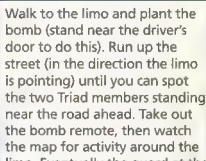
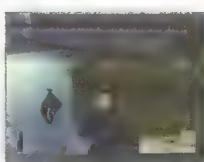
SILENT ASSASSIN BONUS: AK74 Assault Rifle Silenced



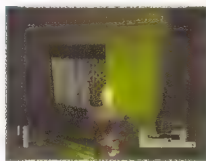
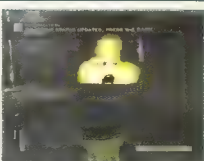
Check your map and locate the restaurant. It's easy to spot—look for the large building in the central area with a ladder on the south wall. Head there first and climb the ladder to the second floor balcony. Sneak along the balcony so the Triad guard doesn't notice you, then enter the first door. In the

room, ignore the Triad uniform and sniper rifle for the time being. Instead, grab the bomb and bomb remote from top of the safe. Sneak back to the ladder and return to ground level.

Check the map for the sewer access just south of the restaurant. The most direct route is blocked by a Triad guard, but alternate routes are clearly visible on the map. Head to the alley with the open sewer grate and hide behind one of the dumpsters. The limousine driver will enter the alley to answer nature's call. While he's busy, sneak up and knock him out with a syringe. Take his clothes and drop his body into the open sewer grate.



Walk to the limo and plant the bomb (stand near the driver's door to do this). Run up the street (in the direction the limo is pointing) until you can spot the two Triad members standing near the road ahead. Take out the bomb remote, then watch the map for activity around the limo. Eventually the guard at the limo will get into the car, followed by two more Triad members who emerge from the restaurant. When the car starts moving, close the map and watch the road. When the car passes the two Triad guards on the road, hit the detonator to take out all five bad guys, one of whom is the negotiator. Bam! Five down, two to go!



Return to the room where you found the bomb and detonator. Now it's time to don the garb of a Blue Lotus member and enter the restaurant proper to take care of the remaining two targets. Pick up the sniper rifle before entering the door leading to the restaurant's second floor. Locate the

elevator and take it to the basement. Follow the basement hallway until you reach a second elevator. Take the elevator to the mansion. The mansion is dark, so you'll need to equip the night vision goggles to see. From the elevator, turn left and go through the double doors. Look for the staircase leading to the second floor on the right. Turn right at the second floor and go through the doors to find Lee Hong's office. Take Orthmeyer's keycard from the desk. This keycard is instrumental in unlocking the most powerful and well-hidden guns in the game (check the "Secrets" section at the end of this guide for the details). Return to the restaurant's second floor.





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MISSION 9: THE WANG FOU INCIDENT CONTINUED

From the elevator, turn right and go through the door to reach the second floor balcony. Go to the east side of the balcony and you'll be able to see the private room where the last two Triad members are dining. The curtain obstructs your view, but the targets are seated side-by-side and you can take them both out with a single well-placed shot. It's a good idea to save before taking the shot, since missing one or both targets will blow the mission. Now simply retrace your path back to the street and reach the exit point without blowing your cover to finish the mission.



MISSION 10: THE SEAFOOD MASSACRE

OBJECTIVE: Assassinate the Red Dragon negotiator
QUEST TYPE: Discreet (the Red Dragon negotiator is body)
QUEST TYPE: Ambush (the Chief of Police)
QUEST TYPE: Ambush (the Blue Lotus negotiator)
QUEST TYPE: Face (shoot at the negotiator)
OBJECTIVE: Escape in car
SILENT ASSASSIN BONUS: GK17 Dual

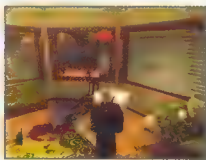


At the start of the mission, leave the sniper rifle suitcase next to the getaway car, run up the street from the start point and turn right at the end. Watch the map for the Red Dragon negotiator to appear and begin walking west; he'll turn into an alley about halfway up the street. Sneak in

behind him and take him out with the fiber wire. Stash his body in the sewer (via the handy open grate nearby) and take his clothes, handgun and amulet before heading back to the street.

Return to the getaway car (marked as the exit point on the map) and continue running south on the street. Follow the street

around the bend, then climb to the top of the bamboo scaffolding on the side of the building there. At the top, assemble your sniper rifle. The Blue Lotus negotiator and the Chief of Police are seated at a window table on the second floor of the restaurant. Like the Blue Lotus members from the last mission, you can kill both targets with a single bullet if you get both of their heads lined up in your crosshairs. With this accomplished, all that remains is to plant the amulet at the scene and escape.



Enter the restaurant and go to the second floor. Stand near the table where the bodies of the Police Chief and Red Dragon negotiator lie and you'll get the option to place the amulet. Don't take the weapons from either body or you'll blow your cover. Return to the street and head back to

the getaway car to finish the mission.

MISSION 11: LEE HONG ASSASSINATION

OBJECTIVE: Assassinate Triad boss
QUEST TYPE: Discreet (body)
OBJECTIVE: Escape from the area
SILENT ASSASSIN BONUS: Micro Uzis Silenced



Your starting point for this mission should be familiar—it's the same area where you started Mission 9. Head for the restaurant; this time, you're going in the front door. Inside the restaurant, check the map for a Point of Interest in the room to the west. Talk to the bartender there and take the

brothel invite from the counter. You'll also want to grab the laxative from behind the bar after the bartender runs off.

Return to the main entrance area and head for one of the doors on the opposite wall.

Enter the door on the opposite wall and pass through the restroom. In the next hallway, walk past the guards and enter the last door on the left. You'll find the elevator you used back in Mission 9. Take it to the basement.

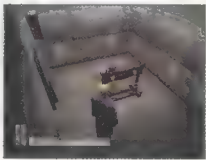
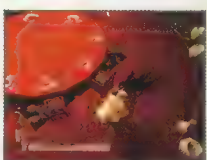


From the elevator, turn left and enter the door at the end of the hallway. Follow the rooms until you reach one with two articles of clothing—one for a restaurant chef and one for a bodyguard. Take the chef's outfit for now and return to the elevator.



laxative. Check the map for Hong's location and head there next.

When you serve the soup, Hong's bodyguard will test it first for poison. He finds none, but the laxative sends him running for the bathroom. Move behind Hong and assassinate him with the fiber wire, then drag his body around to the opposite side of the table so it's not noticeable from the doorway. Take the safe combination from Hong's body, then return to the elevator and take it to the basement.

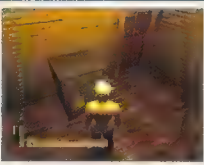


a guard in the hallway to enter the cell—luckily, he's looking the other way so this isn't hard. Free the CIA agent and he'll divulge the location of the jade figurine. There are several possible locations for the figurine. After taking to the agent, your map will update with a Point of Interest at the location of the statue.

MISSION 11 CONTINUED

With the jade figurine marked on your map, head to its location. You'll find the figurine inside a safe in one of these four possible locations: the restaurant's basement, the restaurant's second floor, Lee Hong's office (the same place where you found Orthmeyer's keycard in Mission 9) or in the brothel.

The easiest locations are the ones in the restaurant—you don't have far to travel to reach them. If you find it too hard to reach one of the locations, try restarting the mission until you get a better location from the CIA agent. The second floor safe is ideal—it's the safe where you found the bomb and detonator in Mission 9, and offers easy access to the street via the balcony ladder, making your escape to the exit point quick and easy.



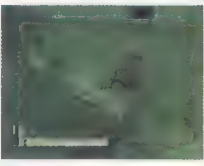
MISSION 12: HUNTER AND HUNTED

OBJECTIVE: Assassinate Inspector Albert Fournier

OBJECTIVE: Escape to DeGaulle Airport

SILENT ASSASSIN BONUS: PGM Sniper Rifle Silenced

SWAT has the hotel surrounded and are mere seconds from storming your room! Leave the room and turn right, then enter the first door on the left. Jump from the window across to the rooftop. Head to the southwest corner of the roof and jump back across into the hotel via the open window there.



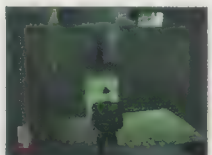
There's a SWAT team just down the hallway, so sneak out of the room and flip the power switch at the end of the corridor to shut off the lights. Sneak past the SWAT officers and hit the stairs to the second floor. Turn right at the bottom and head to the corner.



In the next hallway is a lone policeman with his back to you. Sneak up on him and knock him out with the syringe. Pick the lock on the door next to you, then drag the policeman inside. Take his clothes and his gun before re-entering the hallway.



Retrace your steps to the stairs and take them to the first floor. Follow the corridor to the door leading into an alleyway. Check the map for the location of a sewer access ladder and head over to it. In the sewers, look for the ladder in the southeast and use it to climb back to the streets.



Check your map and you'll see your target, Inspector Fournier, just around the corner. Enter the alleyway and make your way into a position where you've got a clear shot with your silenced handgun. Aim carefully and take him out with a single shot. Immediately hide your gun, then turn and run for the exit point. It's heavily guarded by police officers, but they don't know yet that you just murdered their boss. Walk past them to finish the mission—and the game!



SECRETS

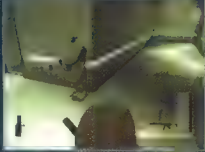
WEAPONS CACHE

Any weapon you carry out of a mission gets added to Agent 47's impressive display racks in the Training mission. This includes the special weapons you unlock for receiving Silent Assassin ranking on each level, plus any other weapons you take from buildings and bad guys. It's difficult to escape some missions carrying weapons, especially the bigger rifles that can't be concealed. To get those weapons, replay missions you've already perfected and just blast your way through, carrying out whichever gun you want to add to your stash.



MINI-GUN

After obtaining Orthmeyer's keycard in Mission 9 (see the walkthrough for details on getting this secret item), choose "Start Game" and then "Current Game" from the main menu. You'll get to choose which stage to play. Select Mission 1: Asylum Aftermath. Near the beginning of the stage, just after the curving hallway, you'll find a door on the right that you couldn't open before. You can open this door with Orthmeyer's keycard, now in your inventory. In the hallway beyond is a patient wielding the minigun. Take out the patient and collect the minigun, a 1,000-round chain gun that chews through anything in your path!



GOLD DESERT EAGLE DUAL

Like the minigun, you can find a pair of gold desert eagles in the basement of the asylum during the first mission if you have Orthmeyer's keycard. Find the second keycard door (located just to the south of the elevator) and open the door. The desert eagles are on the floor just inside.



CHEAT CODES



Mission Select

Enter the following code at the main menu to access a special screen that lets you choose any mission in the game (use the D-pad to enter all directional commands):

PlayStation 2—**△, ○, Left, Up, Right, L2, R2**

Xbox—**X, Y, B, Left, Up, Right, L, R**



Complete Current Mission

At any time during the game (not while paused), enter the following code to complete the current mission with a Silent Assassin rating:

PlayStation 2—**R2, L2, Up, Down, X, L3, △, X, X, X**

Xbox—**R, L, Up, Down, A, Left Thumbstick, B, A, B, A**



Xbox Strategy



PlayStation 2



by
Geoff
Arnold

Nobunaga has returned from death

once again, and this time he has plans to use his Genma machine to take over the present-day world where the Oni clan has no presence or power. Samanosuke also returns to thwart Nobunaga's plans, and along with the help of a French policeman named Jacques (modeled after the famous French actor, Jean Reno), they must work together in both the past and the present to keep Nobunaga from succeeding in his plans to dominate the world.



ALL ABOUT CRITICALS



The Critical attack is probably the most important technique that you should learn in *Onimusha 3*. Critical attacks will kill any enemy (except bosses and creatures wearing armor) in one hit, and killing enemies with Critical attacks will

cause them to release more Souls than they would normally. All three characters are able to perform Critical attacks, and there are a few types of Critical attacks that you should be aware of:

Critical

The normal Critical attack involves attacking the enemy just as they are about to attack you. This technique is very difficult to learn, since each enemy has a variety of attacks to choose from and each attack varies in timing. More often than not, you will perform Critical attacks at random while trying to attack enemies. The time window for performing a Critical attack is very small, and the easiest way to perform a Critical attack is by sidestepping and attacking just as the enemy is about to attack. Look on to the enemy with R1, back up a few steps, then tap Left or Right on the D-pad and attack just as the enemy does. Perfecting this move is the only way to get the coveted Black Vest, so take the time to complete the Critical Training Session.

Deflect Critical

The Deflect Critical is the easiest Critical attack to perform and is a good way to set up Chain Critical attacks. Simply press L1 to block an enemy's attack the instant before they attack; you will hear a ringing sound and see sparks fly from your weapon. Quickly press the attack button at this point to cut your character's recovery animation short and perform a Deflect Critical. To perform this Critical consistently, try to press the attack button before releasing L1.

Chain Critical

Chain Criticals are performed when you execute multiple Critical attacks in succession. While your character is performing a Critical attack, the screen will briefly flash white. Press the attack button again during this time—if another enemy is within striking distance, your character will perform another Critical attack on that enemy. You can continue to chain Critical attack after Critical attack as long as other enemies are present, but keep in mind that the time window in which you must press the attack button decreases with every Chain Critical attack.

Auto Critical

This attack is basically an "automatic" Chain Critical, where your character performs a Critical attack on everything in the surrounding area. To execute it, you'll have to perform a Critical attack on a group of two or more enemies within your weapon's charged to Level 3.

ENHANCEMENTS



As you fight through hordes of Genma monsters, you will be able to absorb souls of the fallen creatures with your Oni Gauntlet. Absorbing Red Souls will allow you to infuse them into your weapons and armor, increasing the strength of these items. This is important since you will come to certain barriers in the game that can only be passed if your weapon has achieved a certain level.

Although it may seem tedious, it's generally a good idea to power up your weapons and armor early. Stronger weapons kill enemies more quickly, more powerful armor lets you take less damage from attacks and a stronger Oni Gauntlet allows you to absorb Souls more quickly and inflict more damage with charged attacks.

Samanosuke

Tenzo Level 1 → Tenso Level 2 → Tenso Max
Kuga Level 1 → Kuga Level 2 → Kuga Max
Chigo Level 1 → Chigo Level 2 → Chigo Max
Red Armor Level 1 → Red Armor Level 2 → Red Armor Max
Oni Gauntlet Level 1 → Oni Gauntlet Level 2 → Oni Gauntlet Max

Jacques

Enja Level 1 → Enja Level 2 → Enja Max
Raisen Level 1 → Raisen Level 2 → Raisen Max
Hyoasai Level 1 → Hyoasai Level 2 → Hyoasai Max
SA Coat Level 1 → SA Coat Level 2 → SA Coat Max
Oni Gauntlet Level 1 → Oni Gauntlet Level 2 → Oni Gauntlet Max

ONI TRAINING



By collecting select scrolls during the game, additional training sessions will become available. Training in *Onimusha 3* is very important; not only will training sessions help you perfect several techniques (like Criticals or Ten-Point Slash) that will assist you as you progress through the game, but you will also be rewarded with special items after completing each session—some of which are

only attainable through the Training sessions. The following is a list of each Training session and the reward for completing each one:

| Training Session | Character | Reward |
|------------------|------------|-------------|
| Guard | Both | Herb |
| Draw Weapon | Both | Herb |
| Archery | Samanosuke | Medicine |
| Oni Bind—Throw | Jacques | Medicine |
| Charged Attack | Samanosuke | Medicine |
| Oni Bind—Move | Jacques | Medicine |
| Deflect Critical | Both | Power Jewel |
| Critical | Both | Black Vest |
| Chain Critical | Both | Oni Jewel |
| Ten-point Slash | Samanosuke | Wood Charm |



PUZZLE BOXES

Most of the items in the game can be found by simply picking them up off of the ground or collecting them from a treasure chest. Occasionally you will run into a box with an intricate puzzle lock, and the only way to open the chest is by moving certain tiles around in a specific order. Check the following chart for the solutions to all of the puzzle locks; the alphanumeric characters show the order in which you need to move the tiles to an adjacent blank space.



| Box # | Location | Solution |
|-------|--|------------------------------|
| 1 | Arc De Triomphe | A-1, B-1, C-1 |
| 2 | Mt. Hiei | A-1, B-1, B-2, C-2 |
| 3 | Sewer | A-3, B-3, B-2, B-1, A-1 |
| 4 | Town of Sakai, on the beach | B-3, B-2, C-2, C-3, B-3 |
| 5 | Town of Sakai, inside the storeroom near the ship | B-2, B-1, A-1, A-2, B-2, B-3 |
| 6 | Western Ship, crow's nest | A-1, B-1, B-2, B-3, C-3 |
| 7 | Western Ship, Wheelhouse room | A-1, A-2, A-3, B-3, B-2, A-2 |
| 8 | Notre Dame, first Slicing Corridor | B-3, B-2, C-2, C-3, C-4, B-4 |
| 9 | Notre Dame, second Slicing Corridor | B-4, C-4, C-3, C-2, B-2 |
| 10 | Undersea Temple (Jacques) on the upper temple walkway above the ship | C-1, C-2, C-3, B-3, B-2 |
| 11 | Undersea Temple (Samanosuke) on the main path leading toward the temple exit | D-2, C-2, C-3, B-3, B-2, B-1 |
| 12 | Zoo, in the control room just before Guildenstern | C-4, B-4, B-3, B-2, C-2 |
| 13 | Mont-Saint-Michel (Samanosuke) in the corner behind the Sun Crest gate | B-3, A-3, A-2, B-2, C-2 |
| 14 | Azuchi Castle, on the roof just before reaching Marcellus | A-2, A-3, B-3, C-3, D-3 |
| 15 | Eiffel Tower, near the east wall of the entrance | A-3, A-4, B-4, B-3, C-3, C-2 |

ECOSPIRITS

After Ako has joined with you, you will be able to collect different vests that she can wear. All of these vests are extremely useful, and will grant your character special abilities such as healing, showing the enemy's hit points and even turning every attack into a Critical attack. To equip these vests, they must be powered up with special EcoSpirit stones, and each vest requires a specific amount of stones to be activated. Here is a list of all of the EcoSpirit stones and their locations:

- 1. Mt. Hiei**—Break the wooden crate in the first abandoned building near the meeting point with Samanosuke.
- 2. Mt. Hiei**—On the path leading to Marcellus, use the Oni Firefly to get to the top of the bridge and open the treasure box.
- 3. Sewer**—Before you collect the Red Vest, break the barrels near the entrance in the large control room.
- 4. Sewer**—Break the barrel near the Red Vest to locate another stone.
- 5. Sewer**—In the same room as EcoSpirits #3 and #4; take the ladder leading up to the left control room and shoot a bag attached to the ceiling.
- 6. Sewer**—Just before exiting the sewer to the Notre Dame Cathedral, check the left side of the walkway near the locked gate for a bag attached to the ceiling.
- 7. Town of Sakai**—There are two stuffed tigers outside of the Sakai shop; slash the left tiger's head to reveal the stone.
- 8. Town of Sakai**—Once inside the shop, look to the right near the entrance for a breakable jar containing the stone.
- 9. Town of Sakai**—Look for a stuffed tiger inside the shop; slash its head to collect the stone.
- 10. Town of Sakai**—Inside the Sakai store-room near the ship, in one of the breakable jars.
- 11. Town of Sakai**—Inside of the Sakai storeroom near the ship, in the other breakable jar.
- 12. Notre Dame**—Notre Dame Cathedral entrance, inside a trash can near the south side of the walkway.

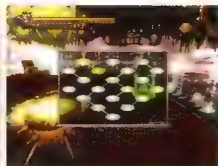
- 13. Notre Dame**—Notre Dame Cathedral, inside a jar near the northeast corner.
- 14. Notre Dame**—Notre Dame Cathedral, inside a jar near the entrance to the catacombs.
- 15. Notre Dame**—After entering the catacombs, shoot the bag attached to the ceiling near the entrance.
- 16. Notre Dame**—Look for another bag attached to the ceiling near the treasure box containing the Notre Dame Map.
- 17. Notre Dame**—Look near the pit leading down to the Gold Skull; there is a bag attached to the ceiling.
- 18. Undersea Temple (Samanosuke)**—Break the boxes surrounding the R Dragon Horn on the upper balcony above the ship; the stone is in the left box.
- 19. Undersea Temple (Samanosuke)**—Break the boxes on the main path, just before collecting the Chigo weapon.
- 20. Zoo**—Break the trash can near the east side of the stage at the starting point to collect this stone.
- 21. Zoo**—Look for a trash can outside of the panda house (the building where you collect the boat key); the stone is inside.
- 22. Zoo**—Check another trash can directly opposite of the Zoo Map.
- 23. Zoo**—This stone is inside the panda house; check a trash can on the upper floor.
- 24. Zoo**—Inside the Lab building, look for a bag attached to the ceiling near the locked door.
- 25. Zoo**—This stone is also in a bag attached to the ceiling, right next to EcoSpirit #24.

- 26. Zoo**—Look for this stone in the room where Henri and Samanosuke are being held; there is a bag attached to the ceiling in the southeast corner.
- 27. Mont-Saint-Michel (Samanosuke)**—Check the trash can near the south wall, just after the starting point.
- 28. Mont-Saint-Michel (Jacques)**—Break the crate near the northwest corner of the starting point, near the Genma train engine.
- 29. Mont-Saint-Michel (Samanosuke)**—Check a trash can in the northeast corner of the area just outside of the main building.
- 30. Mont-Saint-Michel (Samanosuke)**—Collect this stone after picking up the Sun Crest; it's in a trash can near the Puzzle Box.
- 31. Mont-Saint-Michel (Samanosuke)**—After climbing down the Genma plant, look for a barrel in the northwest corner of the courtyard.
- 32. Mont-Saint-Michel (Samanosuke)**—Break another barrel in the courtyard, this time just outside of the room where you pick up the Iron Gear.
- 33. Mont-Saint-Michel (Samanosuke)**—In the room with the Iron Gear in a breakable barrel.
- 34. Mont-Saint-Michel (Samanosuke)**—Also in the room with the Iron Gear; break the crates inside to locate this stone.
- 35. Mont-Saint-Michel (Jacques)**—After completing the gas room puzzle, check the crate near the exit door.
- 36. Lake Biwa**—In the temple room that has no floor, break the box in the northwest corner.



THE DARK REALMS

There are three separate Dark Realms for both Jacques and Samanosuke, and each Dark Realm has its own specific entry point. I've done the dirty work for you, mapping out each Dark Realm and determining the quickest route to each Realm's main prizes. To simplify things, I will be listing the most direct route to each item by gate color. For example, if the path is red, blue, green, then you will need to take the red gate in the first room, the blue gate in the second room and the green gate in the third room. Note: There are other items (Medicine, Secret Med, etc.) located in various rooms in the Dark Realms, but we're only showing you the locations of the most important items.



DARK REALM 1: Undersea Temple

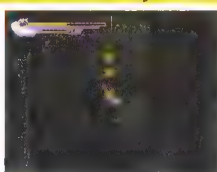
The entrance to the first Dark Realm is located in the small hallway adjacent to the library.

Samanosuke

1. Wind Seal—Blue gate, red gate, green gate

Jacques

2. Thunder Seal—Blue gate, green gate, red gate



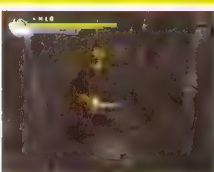
DARK REALM 2: Mont-Saint-Michel

The entrance to the second Dark Realm is in a dead end hallway connected to the curving walkway on the southeast side of the castle.

Samanosuke

1. Wood Charm—Use the Green Orb to unlock the chest in the entry room
2. Purple Orb—Red gate, blue gate, green gate

3. Purple Vest—Blue gate, red gate, blue gate, red gate, blue gate, green gate, red gate, blue gate, green gate



DARK REALM 3: Honnaji Temple

The entrance to the final Dark Realm is next to the Protective Mirror, just before the entrance to Honnaji Temple.

Samanosuke

1. Red Orb #1—Blue gate, green gate
2. Red Orb #2—Blue gate, green gate, red gate, green gate
3. Red Orb #3—Blue gate, green gate, red gate, blue gate, green gate
4. Red Orb #4—Red gate, green gate
5. Red Orb #5—Red gate, blue gate, green gate
6. Red Orb #6—Red gate, blue gate, green gate, blue gate
7. Red Orb #7—Red gate, blue gate, green gate, red gate, blue gate, red gate
8. Red Orb #8—Red gate, blue gate, green gate, red gate, blue gate, green gate
9. Bishamon Sword—Collect all eight Red Orbs and use them to unlock the chest in the entry room

Jacques

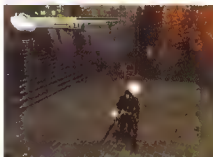
1. Blue Orb #1—Red gate
2. Blue Orb #2—Red gate, green gate, red gate
3. Blue Orb #3—Blue gate, red gate
4. Blue Orb #4—Blue gate, red gate, blue gate, green gate, red gate
5. Blue Orb #5—Blue gate, red gate, blue gate, green gate, red gate, blue gate, green gate, red gate
6. Blue Orb #6—Blue gate, red gate, blue gate, green gate, blue gate, green gate
7. Blue Orb #7—Blue gate, red gate, green gate, blue gate
8. Blue Orb #8—Blue gate, red gate, green gate, blue gate, red gate, green gate, blue gate
9. Ultimate Whip—Collect all eight Blue Orbs and use them to unlock the chest in the entry room



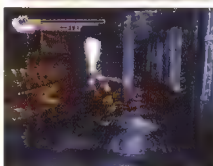
GENERAL TIPS



- **Absorb as many Souls as possible**—Absorbing more than two Red Souls at one time will give you a number of bonus Souls that are added to your meter. The more Souls you absorb at one time, the higher your bonus will be.



- **Use the White Vest**—Once you obtain the White Vest, you can use this to heal yourself at any given time, provided that you don't move. It's always a good idea to stop and heal yourself after several waves of attacking Genma or before entering unknown areas.



- **Black Vest / Auto Critical Technique**—If you are lucky enough to earn the Black Vest, equipping it will allow you to perform a Critical attack every time you attack. Couple this with the Auto Critical and your character can become a killing machine, capable of clearing any room of all Genma within seconds. This can be very useful,

especially when faced with an alarming amount of enemies or when facing larger foes. Killing enemies with Critical attacks causes them to release more Yellow Souls than normal, so you should be able to refill your health meter and compensate for losing health with little trouble.



- **Let monsters kill each other**—Bigger creatures such as the Fugaku or Gacha often swing their weapons in wide arcs, damaging anything in their paths...including other Genma. Use this to your advantage by luring Genma into the path of these creatures and letting them do the dirty work for you.

Dark Realm Tips

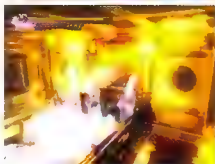
- Take healing items with you, since you will have to heal yourself during some fights.
- After each battle, equip yourself with the White Vest and heal yourself; this will allow you to travel from room to room without having to leave the Realm.
- Give the larger Genma some space; many of these creatures will try to attack you and may harm each other.
- Don't waste your magic early on; you may need it to clear out the lower rooms.
- Use the Black Vest along with the Auto Critical attack for clearing some of the tougher rooms; if necessary, but be sure to keep an eye on your health.

GENERAL TIPS continued



• **Don't be afraid to run**—Many times certain areas will be overrun with monsters. If you are too weak to fight, simply run to the next area or run to the closest exit. Many Genma take a short time to spawn, and even more time to attack.

• **Learn the Deflect Critical**—This Critical is the easiest to perform and can lead to devastating Chain Criticals. Learn to use this early on in the game.



• **Explore everywhere**—You never know what you may find by exploring areas that look empty, or by going back to further explore areas that you have been to.

• **Different weapons, different Special Attacks**—Certain weapons work better in some situations than others. For example, the Enja and Tensho weapons' Special Attacks only affect one enemy, whereas the Hyosai and Chigo weapons' Special Attacks affect the area around the characters. Before randomly using Special Attacks, choose a weapon that will work for whatever situation you are in. Also keep in mind that after using up all of your Ogre Power with one weapon, you can always switch to another weapon and use that weapon's Ogre Power as well.

MAPS AND ITEMS

This section contains a map for each level, along with a complete list of all items and a small walkthrough for each section. Note that some of the items may or may not be attainable the first time you play through the stage; you may have to revisit the stage later on or visit the stage with a different character to collect these items. Each Tengu chest is marked with an asterisk.

Honnoji Temple

1. Honnoji Temple Map
2. Herb: Underneath the stairway leading up to the temple

Essential Item Path

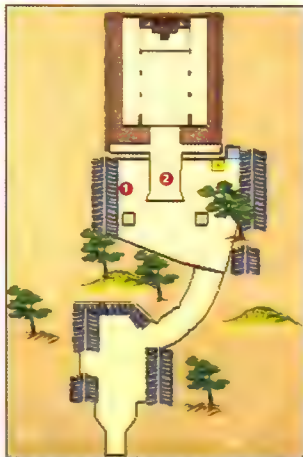
There are no essential items to collect in Honnoji Temple; however, you will have to fight your way to the temple and defeat Ranmaru before you can continue.

BOSS: Ranmaru

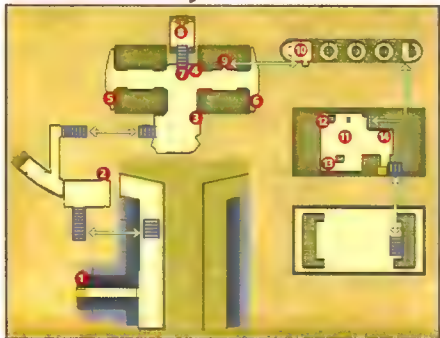


This is your first encounter with Ranmaru and he is very easy to defeat. Attack incessantly—after a few hits, Samanosuke will hit Ranmaru with a

Critical attack. Perform three Critical attacks (or Deflect Critical attacks) to defeat Ranmaru.



Arc de Triomphe



1. Salve
2. Sewer Entrance / Sewer Key
3. Normal Arrows
4. Arc de Triomphe Map
5. Salve
- *6. First-Aid Kit: Tengu chest (use Ako to collect)
7. Underground Temple switch
8. Tensho Weapon
9. Entrance to Observatory
10. Observation Key
11. Banquet Book
- *12. Flame Arrows: Tengu chest (use Ako to collect)
13. Puzzle Box #1: Power Jewel
14. Salve

Essential Item Path

- Fight your way over to the area near the Observatory and activate the switch near the fountain that opens up the path leading underground. Collect the Tensho weapon from this area.
- Defeat the Zagat Genma while Michelle is unconscious to trigger a cutscene, then collect the Observation Key from the floor. Use the Observation Key to unlock the Observation building and head up to the rooftop. Defeat Brainstern on the roof.

BOSS: Brainstern



Brainstern is a half-Genma, half-machine that shouldn't give you too much trouble. Attack with your Tensho sword and Special Attacks until your meter has drained, then attack with Charged Attacks until Brainstern is defeated. Brainstern has

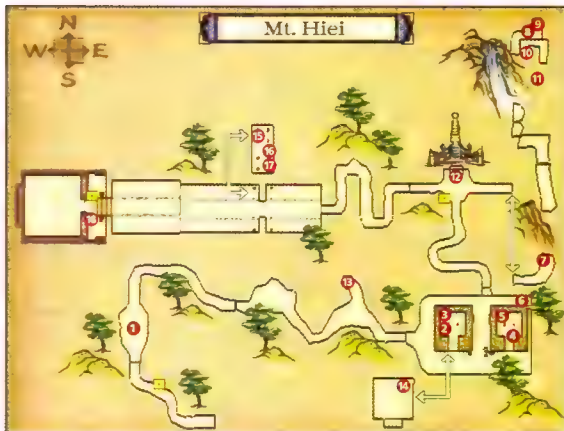
two different types of spinning attacks and a missile attack, all of which are telegraphed and easily avoidable.

Mt. Hiei

1. Oni Gauntlet, Onimusha Scroll, Oni Whip, Ako Scroll: Defeat the Gacha to earn these items
2. EcoSpirit #1
3. Herb
4. Scroll: Throw
5. Blue Vest
- *6. Herb: Tengu chest (use Ako to collect)
7. Scroll: Firefly
8. Mt. Hiei Map
9. Scroll: Dokan
10. Bronze Mirror
- *11. Medicine: Tengu chest (use Ako to collect)
12. Enja Weapon
13. Gate Key
14. Oni Jewel: Knock down a Bhaza to release an Oni Firefly that will take you to the roof
15. Scroll: Mission
16. EcoSpirit #2
17. Medicine
18. Puzzle Box #2: Power Jewel

Essential Item Path

- Defeat the Gacha and collect the Oni Whip, Onimusha Scroll, Oni Gauntlet and Ako Scroll.
- Travel to the waterfall area and collect the Bronze Mirror.
- Use the Bronze Mirror at the Monument to earn the Enja Weapon.
- Use the Enja to defeat the plantlike Bera Genma near the beginning of the stage and collect the Gate Key. Use the Gate Key to enter the temple and defeat Marcellus.



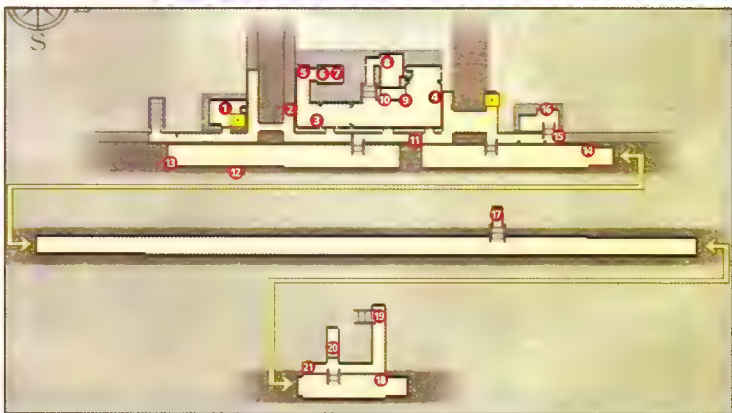
BOSS: Marcellus



At the beginning of the fight, Marcellus will use his shield to block all of your attacks, so continue attacking until his shield is destroyed. Marcellus will then transform his weapon and begin attacking without mercy. The easiest way to win is by continuously using Ogre Lasso attacks, then shooting him or using Special Attacks while he is tied up. Watch out for his lightning attack (he will channel energy into his sword moments before) and use the Oni Firefly to jump over this attack. Continue using Ogre Lasso attacks until he is defeated.

Sewer

1. Memo to Chief
2. Sewer Map
3. EcoSpirit #3
4. Herb: Shoot an arrow at a pouch attached to the ceiling to collect this item
5. Salve: Defeat the Babian to earn this item
6. EcoSpirit #4
7. Red Vest
8. Worker Memo
9. Scroll: Charge Attack
10. EcoSpirit #5
11. Puzzle Box #3: Oni Jewel
12. Iron Handle
- *13. First-Aid Kit: Tengu chest (use Ako to collect)
- *14. First-Aid Kit: Tengu chest (use Ako to collect); this item must be collected before dropping the chain ball into the sewer
15. Electric Arrows
16. Grenades: Michelle will be able to unlock this box later on
17. Oni Med Lv 1
18. Secret Med
19. Small Key: Save the soldier from the Genma near the ladder leading up to the Cathedral to collect this item
20. Power Jewel
21. EcoSpirit #6



Essential Item Path

- Make your way over to the locked red door in the underground passage near the starting point and pick up the Sewer Key. Use it to enter the Sewer.
- Turn on the power in the first power room, then lower the walkway leading to the next part of the sewer.
- Enter the code "3-1-4" to unlock the door in the second power room.
- Trudge through the sewers to locate the Iron Handle, then return to the second power room.
- Use the Iron Handle on the crank upstairs to open the gate, then turn the power on in the room. Once outside, lower the walkway leading to the next part of the sewer.
- Climb the ladder near the chain ball and slash the chain to make it drop into the sewer.
- Push the ball along the narrow path until it ends, rescue the soldier and use the ladder to climb out of the sewer.

Town of Sakai

1. Sakai Map
2. Herb
3. Scroll: Blind Move
4. EcoSpirit #7
5. Puzzle Box #4: Oni Jewel
6. EcoSpirit #8
7. EcoSpirit #9
8. Jubel Rmr
9. Oni Med Lv 1: Tengu chest (use Ako to collect)
10. White Vest
11. Toraya Order
12. EcoSpirit #10
13. EcoSpirit #11
14. Puzzle Box #5: Power Jewel
15. Herb
16. Blacksmith Key
- *17. Medicine: Tengu chest (use Ako to collect)
18. Raisein Weapon
19. Hideyoshi Rmr
20. Time Lab 1

Essential Item Path

- Speak to the owner of the shop about the watch and get kicked out of the shop.
- Talk to the boy near the watchtower; he will tell you that he will trade what he has for something sweet. Head over to the marketplace and speak to the fruit salesman; trade your watch for a watermelon.
- Trade the watermelon with the boy for the necessary Oni Firefly that will allow you to get back into the shop.
- Collect the Blacksmith Key from the loft in the shop, then enter the blacksmith's shop to pick up the Raisein weapon.
- Use Raisein to break the seal on the door near the docks, then collect the Time Lab 1 book.
- Defeat Heihachi near the ship to gain passage.

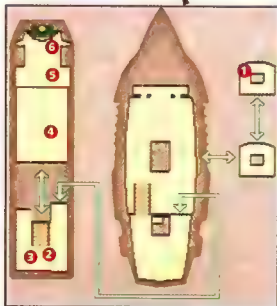


BOSS: Heihachi



Heihachi isn't as deadly as he claims to be, and defeating him shouldn't prove to be too difficult. Continuous Ogre Lasso attacks should be your main tool to wear his life down, along with a few random strikes here and there while Samanosuke keeps him busy. Heihachi will attack with a few random pokes of his spear (which are easily blocked) and a twirling attack (which leaves him open for Lasso attacks). Since Samanosuke will occupy most of his time, you will be free to strike from far away without fear of retributory attacks.

Western Ship



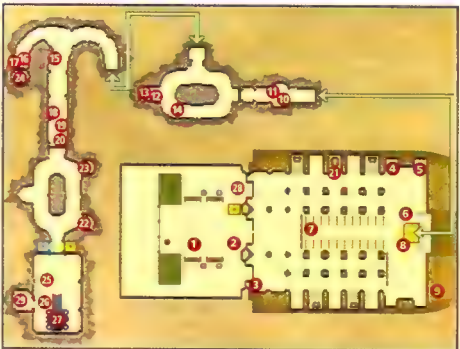
1. Puzzle Box #6: Power Jewel
2. Genma Notice
3. Western Ship Map
4. Wheelhouse Key: Defeat the Gajimaro to collect this item
5. Puzzle Box #7: Wood Charm
6. Logbook

Essential Item Path

- Head down below the deck and slash the painting of Guildenstern in the ship's hold. Open the treasure box behind the painting and defeat the Gajimaro to collect the Wheelhouse Key.
- Use the Wheelhouse Key to unlock the wheelhouse and collect the Logbook, then exit the room to trigger a cutscene.

Notre Dame

1. EcoSpirit #12
2. Scroll: D Critical
3. First-Aid Kit
4. EcoSpirit #13
5. Salve: Defeat the Babian to collect this item
6. EcoSpirit #14
7. Green Vest
8. Mausoleum Switch
- *9. Ice Arrows: Tengu chest (use Ako to collect)
10. EcoSpirit #15
11. Herb: Shoot an arrow at a pouch attached to the ceiling to collect this item
12. Genma Rmr
13. Door Switch
14. Puzzle Box #8: Oni Jewel
15. Anti-Dark Chm
16. EcoSpirit #16
17. Dark Parchment
18. Herb: Shoot an arrow at a pouch attached to the ceiling to collect this item
19. EcoSpirit #17
20. Notre Dame Map
21. Kuga Weapon
22. Rope Ladder
23. Puzzle Box #9: Statue Charm
24. Gold Skull
25. Time Lab 3
- *26. Electric Arrows: Tengu chest (use Ako to collect)
27. Time Gate
28. Soul Bracelet: Michelle will be able to collect this item later
29. Paris Report: Michelle will be able to collect this item later



Essential Item Path

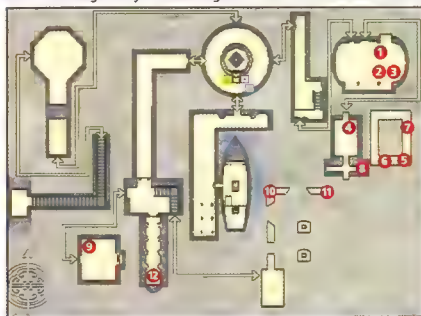
- Power up the Tensu to Level 2 (fight Genma in the Sewer if necessary) and use the sword to gain entrance to the chapel.
- Push the switch on the altar near the east wall of the chapel. Head down into the Mausoleum under the chapel.
- Activate the switch in the slicing corridor and head into the next area. Collect the Anti-Dark Charm and Dark Parchment, then retreat to the chapel.
- If you look closely, there are four statues surrounded by a dark mist, and each statue has a certain number of sections that are lit by candles. Absorb the darkness from the statues, starting with the statue that has one section of candles lit. Move to the statue with two sections of candles that are lit, then move to the statue with

three sections lit, and finally the statue with all four sections lit. Now collect the Kuga weapon from the north side of the chapel.

- Head back underground and use the Kuga to open the sealed door in the Mausoleum. Collect the rope ladder from the second slicing corridor.
- Return to the previous passage and use the rope ladder at the pit near where you picked up the Dark Parchment. Snag the Gold Skull from the treasure box at the bottom of the pit.
- Head back to the second slicing corridor and use the Gold Skull on the door near the Protective Mirror. Defeat the Dordo in the transporter room and step into the transporter to travel to the Undersea Temple.

Undersea Temple

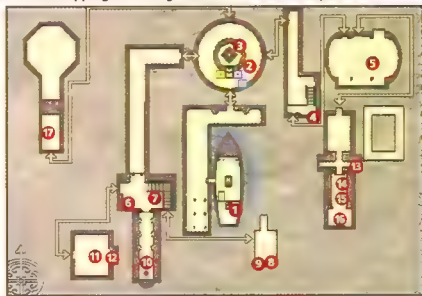
Note: This stage has you switching back and forth between characters while swapping and using items in different time periods.



Jacques

1. Scroll: Critical
2. Ancient Slab
3. Time Lab 2
4. Undersea Temple Map
- *5. Medicine: Tengu chest (use Ako to collect)
6. L Dragon Horn

7. Oni Tortoise
8. Dark Realm Entrance
- *9. Soul Arrows: Tengu chest (use Ako to collect)
10. Puzzle Box #10: Oni Jewel
11. Hyosai Weapon
12. Power Crystal



Samanosuke

1. Oni Med Lv 1
2. Tablet: Timefold
3. Yellow Disk
4. Secret Med
5. Blue Disk
6. Undersea Temple Map
7. Scroll: Chain Critical
8. EcoSpirit #18
9. R Dragon Horn

10. Firefly Wings
11. EcoSpirit #19
12. Chigo Weapon
13. Dark Realm Entrance
14. Tablet: Temple
15. Yellow Vest
16. Red Disk
17. Puzzle Box #11: Power Jewel

Essential Item Path

Samanosuke

- Take the Yellow Disk from the statue in the temple's central room and transport it to Jacques.

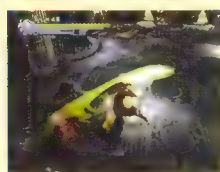
Jacques

- Place the Yellow Disk in the yellow statue and follow the path through the yellow door. Collect the Ancient Slab from the treasure box and take the elevator to the library.
- Put the Ancient Slab into the bookcase and arrange the books in this order: 5, 4, 3, 1, 2. Release the Oni Firefly from the treasure box near the sealed door.
- On the second story of the library, pick up the L Dragon Horn, then return to the previous room and use it on the dragon statue outside of the door.

Samanosuke

- Now that the path is clear, head through the yellow door and up the stairs on the opposite side. Collect the Blue Disk from the pedestal, then fight and defeat Ranmaru in the elevator room. Transport the Blue Disk to Jacques.

BOSS: Genma Ranmaru



Ranmaru has been enhanced with Genma blood and has a new set of tricks to try. The easiest way to defeat him is by simply attacking when he attacks you, or hitting him with a Deflect Critical after he attacks. Any successful blow that you land on Ranmaru will cause him to release Souls. Ranmaru will quickly attempt to absorb all of the Souls he has lost, making him vulnerable to any attack you want to use (Ten-Point Slash, Special Attack, Charged Attack, etc.). Attacking while Ranmaru is attempting to absorb the Souls will cause him to release even more Souls, which will leave him open for another attack. Repeat this process to defeat Ranmaru with little trouble.

Essential Item Path continues

Jacques

- Place the Blue Disk in the blue statue and take the path through the blue door. Just past the hallway, you will come to a room with a sealed door and a stairway. Take the stairs up and outside to an area above the Genma ship.
- Collect the Hyosai weapon and go back to the room with the sealed door. Use the Hyosai to break the seal on the door. Go back to the central temple room by taking the route above the Genma ship.

Samanosuke

- Absorb the darkness encasing the blue door, then take the path

through the blue door and make your way to the area above the Genma ship. Break the crates here to collect the R Dragon Horn.

- Backtrack to the previous room and head through the door that Jacques unsealed with the Hyosai. Grab the Firefly Wings from the floor and head back into the previous room.
- Use the R Dragon Horn on the statue by the door, then make your way back to the central room. Transport the Firefly Wings to Jacques.

Jacques

- Travel back through the door that you unsealed with the Hyosai and use the Firefly Wings on the lame Oni Firefly. Collect the Power Crystal and return to the central room. Transport the Power Crystal to Samanosuke.

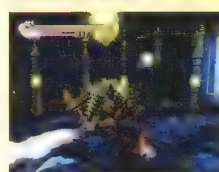
Samanosuke

- Return to the room where you found the Firefly Wings and use the Power Crystal on the mechanism inside. Head back into the previous room and take the elevator down.
- Grab the Chigo weapon from this small room, then head to the library.
- Use the Chigo to break the seal on the door and collect the Red Disk from the room. Return once again to the central room and transport the Red Disk to Jacques.

Jacques

- Insert the Red Disk into the statue and follow the path through the red door. Follow the path to locate the "guard dog," Gertrude. Defeat Gertrude and escape the temple.

BOSS: Gertrude



Gertrude's strength lies in the ability to attack with elemental magic, and these attacks can hit Jacques for heavy damage. Start by using Ogre Lasso attacks on the beast's covered head. The head is armored (and coincidentally happens to be the source of its power), so use multiple Ogre Lasso attacks followed

by Special Attacks to break through. Once the beast's armor is gone, using Special attacks will wear down its health quickly. Multiple Ogre Lasso attacks followed by firing shots at the creature will also do good damage. Avoid the icy breath of the animal's left head, as this will quickly turn you into a human popsicle and leave you open for attack. If Gertrude charges at you, use the Oni Fireflies in the room to leap over the Genma and attack it from behind.

Essential Item Path continues

Samanosuke

- Since the corridor behind Jacques became flooded in the past, you can now take the path through the red door with Samanosuke and escape the temple.

Zoo

1. First-Aid Kit
2. EcoSpirit #20
3. Zoo Flyer
4. Grenades

*5. First-Aid Kit: Tengu chest (use Ako to collect)

6. EcoSpirit #21
- *7. First-Aid Kit: Tengu chest (use Ako to collect)

8. First-Aid Kit
9. EcoSpirit #22
10. Zoo Map

11. EcoSpirit #23
12. Mecha Demon 1
13. Boat Key

*15. First-Aid Kit: Tengu chest (use Ako to collect)

16. Secret Med
17. EcoSpirit #24

18. EcoSpirit #25

19. First-Aid Kit

20. SP5 15+G

21. EcoSpirit #26

*22. Soul Bracelet: Pick up while playing as Samanosuke

*23. Lab Building Key: Pick up while playing as Samanosuke

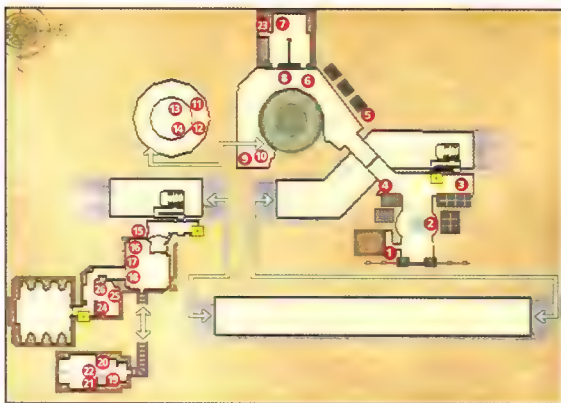
*24. Scroll: Ten Slash: Pick up while playing as Samanosuke

*25. Mecha Demon 2: Pick up while playing as Samanosuke

*26. Puzzle Box #12: Oni Jewel: pick up while playing as Samanosuke

Essential Item Path

- From the starting point, head northwest and follow the path to reach the panda house. Climb down into the pit and pull the Mid Left lever to drop a container that holds the Boat Key.
- Use the Boat Key to start the boat and take it to the other side of the zoo.
- Fight your way through the animal research center and rescue Henri and Samanosuke.
- Travel back to the opposite side of the zoo and fight the Genma here until you have enough Souls to power up the Kuga to Level 2. Head into the building just north of the panda house and use the Kuga to unlock the storeroom near the west wall. Grab the Lab Building Key.
- Use the boat to travel back to the other side of the zoo and make your way back into the animal research center. Use the Lab Building Key to unlock the door leading into the Lab.
- Defeat Guildenstern inside the Lab.



BOSS: Guildenstern



Guildenstern will float lazily around the room until he decides to summon the Neroforbas that lie in a dislocated pile on the floor. When he says, "Arise!" or "Go forth!" he will bring one of the creatures to life as you see his chest begin to glow red; this is when Guildenstern becomes vulnerable. Defeat the Neroforbas with a Charged Attack or several sword swipes, then quickly attack Guildenstern with your sword or arrows while he is still vulnerable. You can also use the Black Vest / Auto Critical technique to hit Guildenstern for a lot of damage quickly. Repeat this process until Guildenstern collapses, at which point he will cast a time gate onto the floor. If you get caught in the time gate, Guildenstern will turn back time and you will have to fight him again. You can avoid the time gate by running into one of the extreme corners of the room as soon as you see the gate forming. If there is a second battle, Guildenstern will be able to summon both Neroforbas into battle. If he does this, try to lure them to the same area and defeat them simultaneously with a single Charged Attack, then attack Guildenstern before he retreats.

Mont-Saint-Michel

Essential Item Path

Samanosuke

- Switch to Jacques upon entering the stage.

Jacques

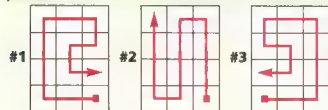
• Kill the Bhaza that carries the Oni Firefly and use the Firefly to reach the top of the castle. In the garden, equip Enja and use its fire magic to light the torches in the area. This will open the moving gate and allow you to collect the Main Gate Key. Exit the area via the southwest door and lasso another Oni Firefly to reach the area outside of the closed portcullis. Transport the Main Gate Key to Samanosuke.

Samanosuke

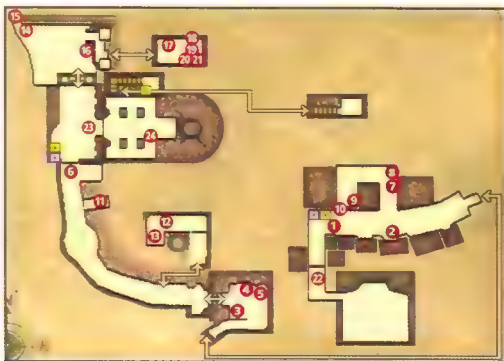
- Use the Main Gate Key to unlock the main gate in front of you and follow the path through the castle. Kill the Nuraubis at the end of the winding walkway and snag the Sun Crest.
- Retreat to the starting point and use the Sun Crest to open the locked gate nearby. Take the Red Eye Stone from the treasure box and transport it to Jacques.

Jacques

- Go through the south door and use the Red Eye Stone on the statue on the other side of the door.
- Follow the diagrams to solve the three walking puzzles.



Note: This stage has you switching back and forth between characters while swapping and using items in different time periods.



Samanosuke

1. Ranmaru Book
2. EcoSpirit #27
3. Grenades: Michelle will be able to collect these later on
4. Mont-Saint-Michel Map
5. EcoSpirit #29
6. Sun Crest
7. Puzzle Box #13: Power Jewel
8. EcoSpirit #30
9. Red Eye Stone

*10. Ice Arrows: Tengu chest (use Ako to collect)

11. Dark Realm 2 Entrance

12. Time Lab 4

13. Portal to Red Key

14. EcoSpirit #31

*15. First-Aid Kit: Tengu chest (use Ako to collect)

16. EcoSpirit #32

17. Iron Gear

18. French Note

19. EcoSpirit #33

20. EcoSpirit #34

21. Medicine: Break a barrel inside the room

22. Soul Bracelet: Michelle will collect this item later on

23. Soul Bracelet:

Samanosuke can collect this after Michelle has been played

24. Time Lab 5

Mont-Saint-Michel continued

Essential Item Path continues

• Head down the winding walkway and release the Oni Fireflies from the wooden crate. Use the Fireflies near the upper stone walkway to reach a dead-end alley with another Nurau. Defeat the creature and unlatch the gate from inside, then switch back to Samanosuke.

Samanosuke

• Head to the winding walkway and take the first door on your right. Enter the time gate.
• Fight your way to the top of the Observatory and collect the Red Key, then take the time gate back to the future. Transport the Red Key to Jacques.

Jacques

• Return to the area with the gate you just unlocked. Use the Red Key on the door and defeat the creatures inside. Exit the room and collect the Triangle Key from the ground.
• Make your way back to the area where you started (the Genma Train) and use the Triangle Key to unlock the door nearby.
• Collect the Genma Plant from inside the room and plant it in the earth next to the other Genma Plant. Switch back to Samanosuke.

Samanosuke

• Climb down the fully-grown Genma Plant and enter the room that Jacques unlocked with the Triangle Key. Smash the crates inside and take the Iron Gear from the treasure box. Transport the Iron Gear to Jacques.

Jacques

• Use the Iron Gear on the panel to the left of the portcullis. Use the lever to raise the gate and enter the chapel inside. Follow the path through the north door and wait for the cutscene.

Michelle

• Rendezvous with Samanosuke at the top of the castle near the portcullis.

Samanosuke

• Run to the area where Jacques is trapped. Enter the code into the machine as Henri instructs you: Up, Down, \times , \times , O, Down, Up, \times , Left, \times , \times , Right (Normal difficulty).
• Exit the castle and defeat Gertrude for a second time.

BOSS: Gertrude



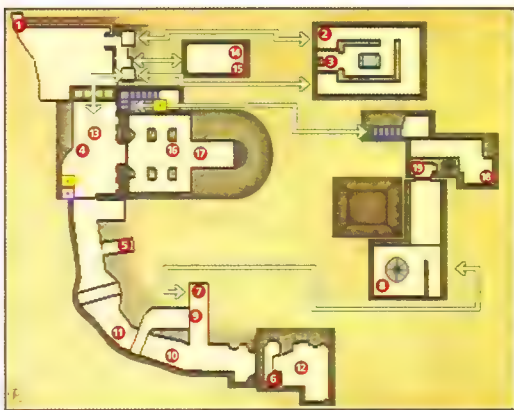
The battle with Gertrude is a bit tougher this time, since parts of its body are now armored. The quickest way to defeat

Gertrude now is to break all of the pieces of armor off its body. Equip Chigo and charge the weapon to its maximum level, then release the charge when Gertrude is close to perform a spinning attack. This attack hits for heavy damage and will more than likely break off a piece of the monster's armor. Using your Special Attack while equipped with the Chigo on Gertrude will momentarily stun the beast, allowing you to inflict more damage. Dodge Gertrude's rushing attacks by running to one side or the other, and avoid getting caught under the beast's feet if it rears up on its hind legs. As always, watch for the left head's freezing attack as well. After breaking off all the armor, Gertrude can be defeated easily with Special Attacks or Charged Attacks.

Essential Item Path continues

Jacques

• Leave the gas room and take the south exit out of the castle.



Jacques

1. EcoSpirit #28
2. Mont-Saint-Michel Map
3. Main Gate Key
4. Herb: Save the human slave from the Genma attackers to earn this item
5. Dark Realm 2 Entrance
6. Orange Vest
7. Power Jewel
8. Medicine

9. Triangle Key
10. Herb: Save the human slave from the Genma attackers to earn this item
11. Oni Med Lv 1: Save the human slave from the Genma attackers to earn this item
12. Herb: Save the human slave from the Genma attackers to earn this item

13. Oni Med Lv 1: Save the human slave from the Genma attackers to earn this item
- *14. Secret Med: Tengu chest (use Ako to collect)
15. Dark Realm 2 Entrance
16. Genma Plant
17. Vega's Diary
18. Secret Med
19. Fortress 1
19. EcoSpirit #35

Lake Biwa



Essential Item Path

• Make your way across the ice patches to reach the temple.

• The temple is divided into 11 separate rooms, and you must proceed through them in a very specific order if you wish to get out. First, head to Room 10 and pull the blue firefly switch. Quickly run back to Room 4 and pull the red firefly switch, then run to Room 2 before the doors close. Open the treasure chest to release an Oni Firefly.

• In Room 6, pull the gold firefly switch, then quickly run to Room 10. Pull the blue firefly switch and head into Room 11 through Rooms 7 and 8. You should just make it through the gold door before it closes.
• Jump down into the pit to reach the area underneath the temple and collect the Oni Army Orb from the statue.

1. Lake Biwa Map
- *2. Medicine: Tengu chest (use Ako to collect)
3. Secret Med
4. Medicine
5. Oni Mansion
6. EcoSpirit #36

7. Medicine: Defeat the Babian to collect this item
8. Oni Army Book
9. Secret Med
- *10. Medicine: Tengu chest (use Ako to collect)
11. Oni Army Orb



Azuchi Castle Area

1. Azuchi Castle Map
2. Medicine

Essential Item Path

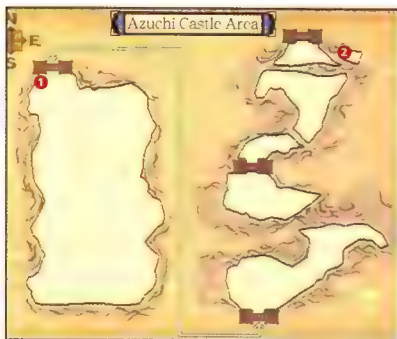
There are no essential items to collect here; however, you will have to fight your way through a mass of Genma swordsmen to reach the castle.

Azuchi Castle

1. Fortress 2
2. Azuchi Castle Map
3. Puzzle Box #14: Oni Jewel
4. Vassal Book
- *5. Medicine: Tengu chest (use Ako to collect)
6. Oni Med Lv 1

Essential Item Path

There are no essential items to collect in Azuchi Castle; however, you will have to face and defeat both Marcellus and Vega to progress.



BOSS: Vega



Vega is Nobunaga's queen, and she can be a tough customer. The easiest way to defeat her is to simply block all of her attacks. In addition to the normal daggers that she throws at you, she will intermittently throw out a set of purple daggers. If you block these, they will rebound back at her and stun her. When this

happens, immediately charge your weapon and use an Ogre Lasso attack, followed by a Special Attack or a few shots from your pistol. When she runs to the rafters, stand underneath her and block her attacks. This will cause her to drop back down to the floor. In between blocking her daggers, try to hit her with a few normal attacks to soften her up. If she creates a clone of herself, use an Ogre Lasso attack to grab the clone and fire a few shots to defeat it quickly.

Essential Item Path

- Press the nearby switch that opens the door to the cable car. Once inside, press the door switch again to start the car moving.
- After the car stops, follow the long path up to the middle section of the tower.
- Face and defeat Brainstern for a second time.
- Smash the time control machine's interface; this will allow you to continue up the tower.
- Reach the top of the tower and defeat Genma Ranmaru.



BOSS: Genma Ranmaru

Ranmaru is even more annoying this time around, but can be defeated easily in the same manner as in the Undersea Temple. Attack him to cause him to release Souls, then attack again while he is trying to absorb the Souls.

Eiffel Tower

1. First-Aid Kit
2. Puzzle Box #15: Oni Jewel
- *3. Oni Med Lv 1: Tengu chest (use Ako to collect)
4. Eiffel Tower Map
5. Secret Med
6. First-Aid Kit: Kill the Babian to collect this item

7. Secret Med
- *8. Soul Arrows: Tengu chest (use Ako to collect)
9. Time Lab 6



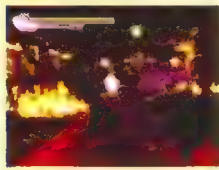
Honnoji Temple

1. Secret Med: Collect this item from the rooftop after releasing the Oni Firefly
2. Scroll: Ranmaru
3. Phantom Realm 3 Entrance

Essential Item Path

- There are no essential items to collect in Honnoji Temple; your only goal is to face and defeat Nobunaga.

BOSS: Nobunaga



Defeating Nobunaga as Jacques is fairly easy, especially if you managed to collect the Ultimate Whip from the final Dark Realm. If you have the Ultimate Whip, simply attack Nobunaga repeatedly with Special Attacks; he will become stunned by the Whip's power and will not be able to move. If you don't have the Ultimate Whip, you'll need some fancy footwork to defeat him with Ogre Lasso attacks. Charge your weapon to Level 3 and wait for him to attack, then grab him right before he attacks you. Your

attack will either stun him briefly, allowing you to follow up with a series of attacks or a Special Attack, or your will lasso him, at which time you can fire at him with your gun or use a Special Attack. Keep your distance and repeat this pattern until he falls. If you see Nobunaga rush you or charge his weapon (look for the purple mist to surround his sword), use the Oni Firefly to escape. Nobunaga can grab you and perform a series of hits on you; he can also perform Critical Attacks at this time for high damage. Keeping your distance ensures that you will be able to avoid these attacks. Enter Onimusha Mode if your health gets too low, or use recovery items to regain your health.

BOSS: Nobunaga—First Form



Defeating Nobunaga as Samanosuke is cake. You are invulnerable to his attacks in Onimusha Mode, so simply hit him with a few Charged Attacks or attack with the button, ignoring his attacks altogether to defeat him quickly.

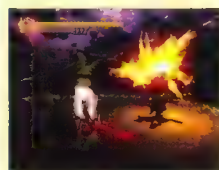
Second Form



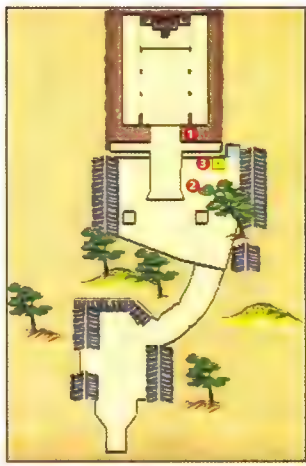
Nobunaga's second form isn't too tough to defeat as long as you keep things simple. Nobunaga is protected by four shields, and any damage inflicted on him will be absorbed by the shields. Striking the shields will also release Purple Souls; absorb them to fill your Purple Soul stock. When the stock is full, hitting the shields

repeatedly will destroy them and allow you to hit Nobunaga for big damage. Use Samanosuke's attack while locked on to Nobunaga with the R1 button to deal out some heavy damage. After a short amount of time has passed, the effects of your Purple Souls will wear off and you'll have to repeat the process. When a certain amount of damage has been inflicted on Nobunaga, he will fall to one knee and drop his sword. Stand next to his sword and absorb the energy from it to defeat his second form.

Final Form



Nobunaga's final form is tough; you will probably use up the majority of your healing items here. He now has several different attacks, all of which knock you down and inflict a lot of damage. The easiest way to win is to lock on, stay a few feet away from him and attack with Ten-Point Slash attacks and Charged Attacks, then quickly retreat before he can counterattack. The more charge your weapon has, the more damage it will do to Nobunaga. Avoid his rushing attacks to the best of your ability, and watch for Nobunaga to surround himself with flames—he will hurl balls of fire at you that do a lot of damage. Continue to hit him with Charged Attacks, then quickly retreat. Repeat this process to destroy the Genma King.



MAKING THE GRADE

As in the *Resident Evil* series, completing *Onimusha 3* will reward you with a letter grade based upon certain conditions that have been met. The letter grades are based on a point system; the more points you receive throughout the game, the better grade you will earn at the end. Here's a quick guide to the conditions of each grade and the amount of points you need to obtain them:

| Grade | Points |
|-------|-----------------|
| S | 100,000 or more |
| A | 75,000 or more |
| B | 50,000 or more |
| C | 25,000 or more |
| D | 10,000 or more |
| E | 5,000 or more |
| F | 2,500 or more |
| G | 1,000 or more |
| H | 500 or more |
| I | 250 or more |
| J | 100 or more |
| K | 50 or more |
| L | 25 or more |
| M | 10 or more |
| N | 5 or more |
| O | 1 or more |

| Play Time | Points Awarded |
|----------------|----------------|
| 17:00 and up | 1 |
| 14:00 - 16:59 | 2 |
| 11:00 - 13:59 | 3 |
| 8:00 - 10:59 | 4 |
| 6:00 - 7:59 | 5 |
| 5:59 and under | 10 |

| Souls | Points Awarded |
|-------------------|----------------|
| 69,999 or less | 1 |
| 70,000 - 99,999 | 2 |
| 100,000 - 124,999 | 3 |
| 125,000 - 144,999 | 4 |
| 145,000 - 169,999 | 5 |
| 170,000 or more | 10 |

| Defeated | Points Awarded |
|---------------|----------------|
| 999 or less | 1 |
| 1,000 - 1,299 | 2 |
| 1,300 - 1,699 | 3 |
| 1,700 - 1,999 | 4 |
| 2,000 - 2,299 | 5 |
| 2,300 or more | 10 |

| Criticals | Points Awarded |
|-------------|----------------|
| 49 or less | 1 |
| 50 - 199 | 2 |
| 200 - 349 | 3 |
| 350 - 499 | 4 |
| 500 - 599 | 5 |
| 600 or more | 10 |

MAKING THE GRADE continued

| Dark Realm "obtain item" points | Points Awarded |
|---------------------------------|----------------|
| 19 or less | 1 |
| 20 - 39 | 2 |
| 40 - 49 | 3 |
| 50 - 69 | 4 |
| 70 - 99 | 6 |
| 100 | 10 |

Note: Each of the Elemental Seals is worth 10 points, the Purple Vest is worth 10 points and the Ultimate Whip and Bishamon Sword are worth 30 points each. Collecting all of these items from the Dark Realms will net you the total 100 "obtain item" points.

SECRETS

There are multiple secrets to unlock, including additional costumes, weapons, and mini-games in *Demon Siege*. While some of the unlockable secrets are easy to earn, others can be challenging and may take you some serious practice to attain (Devilish difficulty comes to mind).

Difficulty Settings

Easy Difficulty—Die two times during the game while playing at the Normal difficulty setting.

Hard Difficulty—Complete the game at the Normal difficulty setting.

Devilish Difficulty—Complete the game with Critical Mode enabled.

Weapons



Ultimate Whip—Collect the eight Blue Orbs from the Honnoji Temple Dark Realm with Jacques, then use them to unlock the chest at the Dark Realm starting point.



Bishamon Sword—Collect the eight Red Orbs from the Honnoji Temple Dark Realm with Samanosuke, then use them to unlock the chest at the Dark Realm starting point.



Raizan—Collect the Thunder Seal from the Undersea Temple Dark Realm with Jacques and complete the game, then look for the weapon in the alley after Samanosuke is transported to the future.



Enryuu—Collect the Fire Seal from the Mont-Saint-Michel Dark Realm with Jacques and complete the game, then look for the weapon in the alley after Samanosuke is transported to the future.



Shippuu—Collect the Wind Seal from the Undersea Temple Dark Realm with Samanosuke and complete the game, then look for the weapon in the alley after Samanosuke is transported to the future.

Costumes



Samanosuke Special 1 Attire—Complete a game with Samanosuke scoring higher marks than Jacques, or complete a game with Jacques wearing his "Special" Attire.



Samanosuke Special 2 Attire—Start *Onimusha 3* with a *Onimusha Blade Warriors* save file on your memory card, or complete the Oni Training mini-game.



Jacques Special Attire—Complete a game with Jacques scoring higher marks than Samanosuke, or complete a game with Samanosuke wearing his "Special 1" Attire.



Michelle Special Attire—Complete a game at the Normal difficulty setting and obtain an "S" Ranking.

Getting an "S" Rank isn't too difficult, provided that you know what to do. An easy way to find out which areas you lack points in is to simply beat the game. Check your numbers from the status screen and compare them to the chart above. If the numbers aren't where they need to be, simply work on each section one at a time until you have the maximum points for that section. Here are some helpful tips for earning the "S" ranking:

- You can visit the Dark Realms (and other areas) more than once and explore the rooms again; this will allow you to kill more enemies and collect more Souls.
- Using the Black Vest / Auto Critical technique will allow you to kill a bunch of enemies at once with Critical hits and cause them to release more Souls.
- Collect all items from the three Dark Realms.



| Letter Grade | Points Necessary |
|--------------|------------------|
| "D" Grade | 5-17 Points |
| "C" Grade | 18-25 Points |
| "B" Grade | 26-33 Points |
| "A" Grade | 34-40 Points |
| "S" Grade | 41-50 Points |

Bonus Modes and Mini-Games

Oni Target Practice—Complete the game at the Normal difficulty setting.

Adventures of Heihachi—Complete the game at the Normal difficulty setting.

Genma Puzzle Space—Solve all 15 puzzles while playing through the game, then complete the game.

Oni Training—Complete all of the Training Sessions while playing through the game, then complete the game.

Critical Mode—Complete the game at the Hard difficulty setting.

Ultimate Mode—Complete the Oni Target Practice mini-game.

Alternate Ending

Collect all of Ako's vests throughout the game for an extended ending sequence between Ako and Samanosuke.

Titles

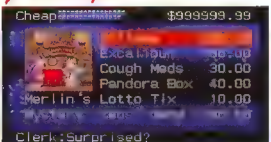
In addition to earning a letter grade, certain titles may appear beneath the grade, denoting outstanding performance in one or more areas. Listed below are the titles and the prerequisites for earning them:



| Title | Prerequisite |
|----------|---|
| Bravery | Complete the game without saving |
| Explorer | Find all 23 Tengu treasure boxes |
| Critical | Kill 40% of your enemies with Criticals |
| Offense | Kill 3,000 enemies or more |
| Defense | Suffer less than 5,120 points of damage |
| Speed | Complete the game in 5:00 or less |



Merlin's Mystery Shop



Merlin's Mystery Shop is located in the tunnel section of the Armstrong Thru-way. If you search this area by pressing Up as you travel along the top of the tunnel, you will locate the hidden shop. Here you can buy loads of expensive items which allow you to tweak and customize your game, including the ability to redesign your character's appearance or even add bosses as playable characters in the File menu.

River City Map

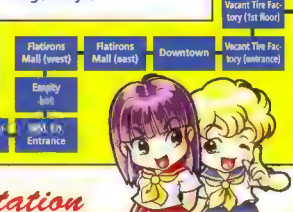


Bosses/Special Characters

Here's a list of all the bosses and special characters that we were able to find in the game. Most bosses will not show themselves until after you've defeated the entire gang in the area where they lurk—and there are often additional requirements that must be fulfilled in order to get them to appear. This chart shows each boss or special character's location and the requirement(s) for getting that character to appear. **Important note:** Whenever you defeat a boss, you must wait for him to disappear after he's finished flashing before you advance to the next area or the game will not consider him defeated. For example, if you beat up Moose but leave Stickville—2nd Street while he's still talking (before the coin appears), you may have to go back and defeat him all over again in order to get Rocko to appear at the WSL Co. Warehouse. Also note that some bosses will only appear once!

| (1)—First appearance | (2)—Second appearance | | | |
|----------------------|-----------------------|--|--|--|
| Name | Location | Requirement(s) | | |
| Gary | Cross Town High | Play as Alex only and enter Stickville—3rd Street (1st time only)* | | |
| Conan | Stickville—3rd Street | Play as Alex only and defeat the entire Generic Dudes gang three times | | |
| Moose (1) | Stickville—2nd Street | None | | |
| Blade | Sherman Park | Defeat Rocko | | |
| Rick | Sherman Park | Play as Ryan only and visit Sherman Park before defeating any boss | | |
| Benny (1) | Riverside Park | None | | |
| Clyde (1) | Riverside Park | None | | |

One of the pure classics from the 8-bit Nintendo Entertainment System days comes to the Game Boy Advance with enhanced Super NES-style graphics and tunes that are sure to bring back fond memories of when video games were fun. The original *River City Ransom* was part of the "Kunio" series of games in Japan, many of which were released in the U.S. under very different names (like *Super Dodge Ball*, *Renegade* and *Crash & The Boys: Street Challenge*). Your objective in *River City Ransom EX* is to take Alex and his crosstown rival Ryan to defeat the evil Dragon Twins, who suddenly took over River City High School the day Alex was out sick and kidnapped Ryan's girlfriend, Cyndi. Setting aside their differences, Alex and Ryan head off to beat down rival gangs and rescue the girl, *Double Dragon* style.



Reputation



The most cryptic feature of *River City Ransom EX* is the hidden "reputation" statistic. After beating the big boss, Slick, the game will keep track of your character's reputation on each subsequent playthrough. It's somewhat similar to the "Foul Play" statistic at the Log screen, but it's not visible on any menu. In order to increase your reputation, you must fight "fair" to earn the respect of the various gangs and bosses of River City. Actions that are said to increase your reputation include getting hit or killed by enemies, beating bosses and fighting with normal punches and kicks. Actions that supposedly decrease your reputation include attacking bosses before they finish talking, hitting enemies while they're down, using special moves repeatedly and leaving a fight before you've defeated all of the gang's members. If your rep is high, you stand a much better chance of having boss characters join your party and fight by your side. Try it out—you'll be surprised at the changes in the game's dialogue and story progression.

| Name | Location | Requirement(s) |
|-----------|---------------------------------|-----------------------------|
| Rocko | WSL Co. Warehouse | Defeat Moose (1) |
| Moose (2) | WSL Co. Warehouse—East | Defeat Moose (1) |
| Turk | WSL Co. Entrance | None |
| Jesse | WSL Co. Entrance | Defeat Turk five times |
| Mojo | Empty Lot | None |
| Thor | Vacant Tire Factory (2nd floor) | Defeat Blade, Turk and Mojo |
| Alex | Back Alley | Play as Ryan only |

*If you don't meet Gary at Cross Town High, he will appear with Blade at Sherman Park after you defeat Rocko.

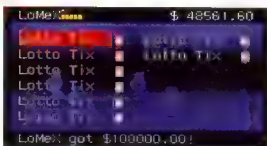
Game Progression

As was the case with the NES version of *River City Ransom*, you must defeat certain boss characters in a specific order if you wish to progress to the final battle against Slick. To take the fastest route through the game, defeat the following bosses in order: Moose, Rocko, Blade, Turk, Mojo, Thor, Ivan, Randy and Andy, then Slick. It's not necessary to defeat the rest of the bosses to finish the game. In fact, you don't even have to enter the RC High Classroom and rescue Cyndi if you don't want to waste time!



Earning Cash

In order to increase your stats, you will need to acquire enough money to purchase items such as food, shoes, toys and CDs. Check the Item List for a full description of each and the effects it has on your stats and abilities. Here is the exact amount of cash you'll earn from defeating each gang member:



Bosses/Special Characters continued

| Name | Location | Requirement(s) |
|------------|-----------------------|--|
| Ryan | Back Alley | Play as Alex only |
| Benny (2) | Burb Village (west) | Defeat Benny (1) and Clyde (1) |
| Clyde (2) | Burb Village (west) | Defeat Benny (1) and Clyde (1) |
| Rex | Burb Village (east) | None |
| Ivan (1) | River City High | Defeat Thor |
| Otis | River City Gymnasium | None |
| Tex | RC High—3rd Floor | None |
| Ivan (2) | RC High—3rd Floor | ? |
| Randy | RC High—4th Floor | None |
| Andy | RC High—4th Floor | None |
| Slick | RC High—Rooftop | None |
| Ted | Burb Village (east) | Play as Alex or Ryan only and refuse to allow Rex to join your posse |
| Titus | ? | ? |
| Roxy | Capitol Ave. Bridge | None |
| Shel (1) | Oak Hill Mall (east) | None |
| Shel (2) | Flatirons Mall (east) | Defeat Thor |
| Abby | Oak Hill Mall (west) | Visit Shel (2) |
| Cyndi | RC High—Classroom | none |
| Jinny/Pink | Burb Village (west) | Defeat the Gamers gang, then defeat Benny (2) and Clyde (2) four times |

| | | | |
|---------------|--------|--------------------|--------|
| Generic Dudes | \$0.30 | The Eagles | \$1.00 |
| The Dragons | \$0.50 | The Mob | \$1.10 |
| Frat Boys | \$0.60 | The Locals | \$1.20 |
| The Jocks | \$0.60 | The Internationals | \$1.30 |
| Home Boys | \$0.70 | The Cowboys | \$1.40 |
| The Rockers | \$0.70 | The Plague | \$1.50 |
| The Rejects | \$0.80 | The Gamers | \$1.60 |
| | | The Entrees | \$7.00 |

You can also purchase the "Lotto Tix" item to try your luck at acquiring large sums of money quickly. A winning ticket can net you up to \$100,000!

Item Chart

Here is a listing of all of the additional items available for purchase through the various shops and restaurants as well as the ability points increased from purchasing each item. Note that some items are used immediately upon purchase, while others must be activated by selecting "Use" at the Item menu. Each store sells more items than the ones that are first displayed when you enter. After leaving and reentering the store a certain number of times, different items will replace the original stock. The frequency of restocking items can be adjusted by changing the "Restock" setting at the Options menu.



| Item | Cost | Effects |
|-------------------|--------|--|
| 4-Mar Café | | |
| Coffee | \$3.50 | Willpower +30, Stamina +1 |
| French Toast | \$5.50 | Willpower +1, Stamina +40 |
| Fruit Juice | \$5.00 | Agility +2, Stamina +10 |
| Hot Cocoa | \$4.00 | Defense +1, Willpower +10, Stamina +10 |
| Lemon Tea | \$4.00 | Weapon +1, Stamina +10 |
| Pizza | \$5.50 | Jump +2, Stamina +36 |
| Sampler | \$6.00 | Defense +1, Stamina +40 |
| Spaghetti | \$6.00 | Stamina +60 |
| Tea | \$3.50 | Willpower +30, Stamina +1 |
| Toast | \$4.00 | Strength +1, Stamina +12 |
| Waffles | \$2.50 | Stamina +28 |
| Yogurt | \$6.00 | Punch +1, Stamina +32 |
| Bakery | | |
| Bagel | \$1.00 | Toughness +1, Stamina +6 |
| Bagel Dog | \$1.20 | Stamina +13 |
| Creampuff | \$1.00 | Stamina +10 |
| Croissant | \$1.00 | Jump +1, Stamina +4 |
| Croquette | \$1.20 | Stamina +13 |

Item Chart continued

| Item | Cost | Effects |
|----------------------|---------|--|
| Donut | \$0.80 | Stamina +8 |
| Fruitcake | \$1.10 | Agility +1, Stamina +4 |
| Honey Bun | \$1.00 | Stamina +10 |
| Muffin | \$1.00 | Defense +1, Stamina +6 |
| Multigrain | \$1.20 | Stamina +12 |
| Rye | \$1.00 | Stamina +10 |
| Sandwich | \$2.00 | Stamina +20 |
| Sourdough | \$1.00 | Defense +1, Stamina +6 |
| Sushi Bar | | |
| Ark Shell | \$9.00 | Toughness +6, Stamina +32 |
| Cali Roll | \$4.00 | Punch +1, Stamina +12 |
| Conger Eel | \$4.00 | Stamina +44 |
| Egg | \$2.00 | Toughness +1, Stamina +12 |
| Fatty Tuna | \$9.00 | Willpower +30, Stamina +32 |
| Fish Eggs | \$8.00 | Weapon +1, Strength +1, Stamina +32 |
| Flounder | \$20.00 | Punch +3, Kick +3, Willpower +30, Stamina +30 |
| Hallbut | \$3.00 | Defense +1, Stamina +20 |
| Kappa Roll | \$2.00 | Stamina +20 |
| Kyuri Roll | \$2.00 | Toughness +1, Stamina +12 |
| Mackerel | \$8.00 | Defense +2, Toughness +2, Stamina +40, Max. Stamina +10 |
| Mixed Roll | \$2.00 | Jump +1, Stamina +10 |
| Octopus | \$2.00 | Jump +1, Stamina +12 |
| Prawn | \$6.00 | Agility +11, Stamina +40 |
| Salad Roll | \$2.00 | Agility +11, Stamina +8 |
| Salmon | \$5.00 | Kick +1, Stamina +24 |
| Scallop | \$10.00 | Agility +14, Willpower +20, Stamina +30 |
| Sea Urchin | \$12.00 | Weapon +2, Defense +3, Jump +3, Willpower +20, Stamina +30 |
| Shrimp Roll | \$2.00 | Defense +1, Stamina +12 |
| Squid | \$2.00 | Jump +1, Stamina +12 |
| Swordfish | \$7.00 | Agility +11, Stamina +36 |
| Toro | \$30.00 | Defense +5, Toughness +5, Strength +4, Willpower +40, Stamina +100 |
| Tuna | \$6.00 | Punch +1, Stamina +32 |
| Tuna Roll | \$6.00 | Willpower +20, Stamina +20 |
| Wasabi Roll | \$10.00 | Stamina +100 |
| Yellowtail | \$8.00 | Strength +2, Stamina +32 |
| Book Store | | |
| Americanime | \$25.00 | Punch +3, Weapon +3, Jump +4, Willpower +50 |
| Comic Times | \$30.00 | Willpower +200, Max. Stamina +10 |
| Fashion Mag | \$6.50 | Toughness +4, Willpower +20 |
| Gaming Mag | \$9.80 | Toughness +10, Willpower +5 |
| ImportManga | \$4.50 | Toughness +5 |
| Indian Lore | \$8.00 | Punch +1, Kick +1, Agility +11, Willpower +60 |
| Mystic Seer | \$4.00 | Willpower +27 |
| Nuclear Spy | \$6.00 | Defense +1, Toughness +1, Willpower +45 |
| Scandal Rag | \$4.50 | Willpower +40 |
| Swim Mag | \$15.00 | Strength +4, Willpower +60 |
| French Italia | | |
| Caviar | \$2.00 | Stamina +20 |
| Cornish Hen | \$35.00 | Strength +5, Agility +15, Max. Stamina +20 |
| Lasagna | \$1.50 | Toughness +1, Stamina +10 |
| Nero Pizza | \$1.50 | Stamina +16 |
| Onion Soup | \$1.20 | Stamina +12 |
| Ravioli | \$1.00 | Jump +1, Stamina +10 |
| Salad Paris | \$1.00 | Stamina +10 |
| Veal Wallie | \$45.00 | Punch +5, Kick +5, Toughness +5, Agility +15, Max. Stamina +35 |
| Mao's Place | | |
| Chow Mein | \$6.00 | Kick +1, Stamina +35 |
| Ducklets | \$6.00 | Defense +1, Stamina +50 |
| Egg Roll | \$4.50 | Agility +11, Stamina +36 |
| Fried Rice | \$6.00 | Strength +1, Stamina +30 |
| Garlic Pork | \$6.00 | Weapon +1, Stamina +35 |
| OrangeChick | \$5.00 | Stamina +56 |
| Pepper Beef | \$5.00 | Punch +1, Stamina +30 |
| Sweet & Sour | \$6.00 | Jump +1, Stamina +50 |
| Merv's Burger | | |
| Apple Pie | \$1.50 | Toughness +1, Stamina +8 |
| Cheese Merv | \$2.20 | Agility +11, Stamina +8 |
| Chickwich | \$2.50 | Stamina +28 |

| Item | Cost | Effects |
|--------------------|----------|--|
| Iced Tea | \$1.50 | Willpower +10, Stamina +1 |
| Merv Burger | \$2.10 | Stamina +24 |
| Merv Dog | \$2.00 | Toughness +1, Stamina +12 |
| Merv Fries | \$2.20 | Jump +1, Stamina +12 |
| Merv Malt | \$2.20 | Defense +1, Stamina +12 |
| Milk | \$1.20 | Stamina +12 |
| Mondo Merv | \$4.00 | Defense +1, Jump +1, Stamina +20 |
| Soda | \$2.00 | Agility +11 |
| Souper Merv | \$1.50 | Stamina +16 |
| Spicy Chili | \$3.00 | Weapon +1, Stamina +10 |
| Pharmacy | | |
| Antidote12 | \$15.00 | Willpower +30, Max. Stamina +20 |
| Date Saver | \$12.00 | Stamina +150 |
| Digestol | \$8.00 | Stamina +90 |
| Ginseng | \$10.00 | Toughness +2, Willpower +35, Stamina +60 |
| Karma Jolt | \$25.00 | Willpower +40, Stamina +100, all other stats +1 |
| Lion's Milk | \$10.00 | Defense +2, Willpower +50, Stamina +50 |
| Love Potion | \$10.00 | Toughness +3, Stamina +85 |
| Omni Elixir | \$9.00 | Willpower +50, Stamina +80 |
| Phasebol | \$2.00 | Stamina +30 |
| Recharge! | \$10.00 | Agility +13, Willpower +40, Stamina +40 |
| Soma | \$20.00 | Punch +1, Kick +1, Willpower +50, Stamina +130 |
| Vita-mints | \$5.00 | Stamina +60 |
| Candy Store | | |
| Choco-Egg | \$1.50 | Defense +1, Willpower +2, Stamina +7 |
| Fudge Bar | \$1.00 | Willpower +2, Stamina +10 |
| Jaw Breaker | \$1.00 | Jump +1, Willpower +2 |
| Lolly Pop | \$1.00 | Defense +1, Willpower +2 |
| Mint Gum | \$1.00 | Toughness +1, Willpower +2 |
| Rock Candy | \$1.00 | Willpower +2, Stamina +10 |
| Shoe Store | | |
| Army Boots | \$60.00 | Punch +10, Kick +10, Agility +110, Jump +4 |
| Board Shoes | \$20.00 | Kick +3, Willpower +30, Max. Stamina +6 |
| Boat Shoes | \$45.00 | Agility +113, Jump +20 |
| Cleats | \$50.00 | Kick +8, Defense +4, Toughness +4, Agility +112 |
| CrossTrains | \$45.00 | Kick +6, Strength +6, Agility +16 |
| Flipflops | \$9.80 | Kick +1, Jump +8 |
| High Tops | \$45.00 | Kick +8, Toughness +5, Agility +18 |
| Insoles | \$7.00 | Agility +14 |
| Kung Shoes | \$30.00 | Punch +2, Kick +5, Agility +14, Jump +4 |
| Loafers | \$90.00 | Kick +10, Agility +110, Jump +40 |
| Mod Boots | \$60.00 | Kick +10, Defense +8, Toughness +8, Agility +110 |
| Pump Sneaks | \$45.00 | Kick +2, Agility +120 |
| Sandals | \$5.00 | Agility +14 |
| Slippers | \$5.00 | Kick +1, Weapon +1 |
| Sneakers | \$40.00 | Kick +4, Toughness +15, Jump +15 |
| Texas Boots | \$120.00 | Kick +30, Weapon +8, Strength +8 |
| Meat Market | | |
| Chuck Roast | \$5.00 | Punch +1, Defense +2 |
| Lamb Leg | \$25.00 | Punch +8, Willpower +80 |
| Rib Eye | \$6.00 | Punch +1, Weapon +1 |
| Sirloin | \$5.00 | Punch +1, Toughness +2 |
| T-Bone | \$10.00 | Punch +4 |
| Toy Store | | |
| MaulLauren | \$30.00 | Agility +110, Jump +8, Willpower +40 |
| Maze Craze | \$20.00 | Willpower +190 |
| Ninja Man 2 | \$50.00 | Weapon +5, Strength +5, Willpower +100 |
| Techno Belt | \$28.00 | Punch +3, Kick +3, Weapon +2, Strength +3 |
| Teddy Bear | \$28.00 | Defense +12, Toughness +12, Willpower +40 |
| CD Shop | | |
| Classical | \$10.00 | Defense +9, Willpower +50 |
| Country | \$10.00 | Punch +3, Willpower +50 |
| Emo | \$10.00 | Toughness +8, Willpower +50 |
| Game Tunes | \$10.00 | Kick +3, Willpower +50 |
| Jazzy Blues | \$10.00 | Strength +3, Willpower +50 |
| Movie OST | \$10.00 | Weapon +3, Willpower +40 |
| Pop | \$10.00 | Jump +8, Willpower +50 |
| Rock | \$10.00 | Agility +15, Willpower +50 |

Item Chart continued

| Item | Cost | Effects |
|------------------------------|----------|--|
| Merlin's Mystery Shop | | |
| Cough Meds | \$30.00 | Quadruples Willpower, Stamina +10 |
| Excalibur | \$100.00 | Punch +10, Kick +10, Weapon +10, Strength +10, Willpower +50 |
| Hermlock | \$20.00 | Doubles Willpower |
| Isis Scroll | \$100.00 | Toughness +50, Willpower +60, Max. Stamina + 30 |
| Rodan Wing | \$100.00 | Defense +50, Willpower +60, Max. Stamina + 30 |
| Seraph Cola | \$20.00 | Willpower drops to 32, Stamina drops to 32 |
| XRay Specs | \$20.00 | Willpower +40, Max. Stamina + 20 |
| Zeus' Wand | \$200.00 | Agility +140, Jump +40, Willpower >140, Max. Stamina + 50 |
| Health Club | | |
| Sauna | \$4.50 | Stamina +50 |

Special Techniques/Accessories

The following items don't affect your ability points, but they do enhance your abilities by allowing you to perform special attacks or superhuman feats. Some abilities can be combined.

| Item | Cost | Description |
|------------------------------|----------|--|
| Book Store | | |
| Acro Circus | \$300.00 | The single most powerful maneuver in the game, this technique allows you to roll into an invincible ball and move back and forth across the screen. |
| Deadly Shot | \$150.00 | Allows you to leap to the sky and let loose a weapon toss as in <i>Super Dodge Ball</i> . It can also track moving enemies and is extremely damaging. |
| Grand Slam | \$200.00 | Allows you to use techniques like the Mach Punch or Dragon Kick repeatedly; especially effective with special weapons like the whip, chain or pole. |
| Helicopter | \$100.00 | A small whirlwind move that allows you to perform a small flurry of punches. |
| Human Drill | \$150.00 | Enables you to hurt your body across the screen, similar to the Shuriken attack. |
| Hyperguard | \$150.00 | This technique turns your regular block into a whirlwind attack which will floor any enemy within range. |
| Kickstand | \$100.00 | Heavy damage maneuver; launches enemies to the top of the screen. |
| Killer Kick | \$150.00 | Special kick with two important functions: It allows you to mow down several enemies at once and ricochet off walls to avoid an oncoming attack. |
| Muy T. Kick | \$200.00 | Enables you to perform a running kick across the screen. |
| Slap Happy | \$150.00 | Turns any sprint into a flurry of strikes in all directions. Perfect for taking out a huge group of enemies. |
| Torpedo | \$250.00 | Enables you to spin into a tornado back and forth across the screen. |
| Merlin's Mystery Shop | | |
| Air Mercs | \$200.00 | Gives you the ability to jump higher than normal. |
| Custom Fit | \$300.00 | Enables you to run in midair. |
| Inlines | \$250.00 | Lets your character to come to a rolling stop when enabled. |
| Magic Pants | \$500.00 | Regenerates HP. |
| Narcisooses | \$300.00 | Enables double jumping. Jump all the way to the top of the screen! |
| Pandora Box | \$40.00 | Each time you are hit, you will receive money. |
| PhoenixWing | \$300.00 | Allows you to jump high and "float" at the top of the screen. |
| Rocketeers | \$200.00 | These special shoes allow you to run at blazing speeds. |
| Skaterz | \$500.00 | Enables you to teleport before each attack, warping across the screen to fight distant foes or just warping behind a close-range attacker to foil his incoming strike. |
| Springlines | \$250.00 | This technique will allow your character to "bounce" on the ground. |
| Custom Move | \$9.90 | Allows you to customize the button combinations that trigger your normal moves. |
| Custom Self | \$99.90 | Allows you to change the appearance of your character. |
| Custom Char | \$999.90 | Allows you to add any boss character to your File menu; you can also merge two characters and combine their data into one. |
| Lotto Tix | \$10.00 | Play the Lotto—you could win a cash prize! |

Replay Value

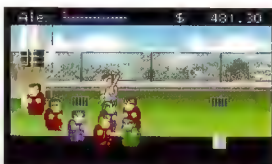
Although you can save your character's stats, items and abilities, you can't save a game in progress; you must start from the beginning every time you turn the game on. Fortunately, *River City Ransom EX* is a fairly short game, so you won't feel like you're wasting any time—and it's packed with secret story arcs that give it much more replay value than the average game. After building up your characters, the most fun to be had is in finding out how to get the various bosses to join your posse. Reputation plays a large role in this; certain bosses like Turk will only join you if your reputation is impeccable. However, there are plenty of other unique scenarios and dialogue exchanges that can result from adjusting the game's many variables, including the character(s) you choose (try playing as "Alex + Ryan" instead of "Ryan + Alex," or play as Ryan or Alex alone) and the myriad decisions you make during the game. Here are some things to try:



• If you get Conan to join your posse, various members of the Generic Dudes gang will also come along for the ride. If Conan is the third character in your party, the fourth slot will be taken by a Generic Dude; if you're all alone and Conan is your first teammate, you will be joined by two Generic Dudes.



• Abby is Ivan's sister. If you meet her before the first time you fight Ivan, Ivan will offer to join you after you defeat him. This has all sorts of ramifications: If you accept, Tex will refuse to fight you (he may even join you if your reputation is high enough). If you refuse, Tex will still refuse to fight you—and Ivan will join you later in your fight against the Dragon Twins!



• If you enter the RC High Rooftop with a full posse of four characters, Slick may summon Otis and the Dragon Twins to fight at his side!



TRANSFORMERS

by Raphael Minchella

On the Transformers' home planet of Cybertron, the epic battle between the Autobots and the Decepticons rages on. The Autobots are suffering tremendous losses from the war since the introduction of the Decepticons' secret Deceptidrone army, specialized robots created by Megatron for the sole purpose of destroying the Autobots. With defeat close at hand, a mysterious distress signal from the Mini-Cons stranded on Earth reaches the battlegrounds of Cybertron. Knowing that the Mini-Cons can turn the tide in the war, the Autobots and Decepticons both race to Earth to find the Mini-Cons....

ROBOTS IN DISGUISE

Transformers allows you to choose from three popular Autobots: Optimus Prime, Hot Shot and Red Alert. Try them out to find the one that fits your style of play. It would be good to familiarize yourself with all three, since one

Autobot may be more useful in a certain level than the others.



Optimus Prime (Beginner)

| | | |
|------------------|----|-----------------------------|
| Attack | 5 | The leader of the Autobots, |
| Defense | 4 | Prime's high |
| Speed | 3 | attack strength |
| Power | 5 | and good |
| Mini-Con Loadout | 10 | defense make |
| | | him a powerful |
| | | threat. Prime |

also has the highest Mini-Con loadout, which allows him to equip a wide variety of deadly Mini-Con combinations. All of these superior traits will compensate for his lack of speed, making Optimus a perfect character for beginners and a reliable Autobot to fall back on when you are struggling in battle.



Red Alert (Beginner to Intermediate)

| | | |
|------------------|---|--------------------------|
| Attack | 4 | Second-in-command of the |
| Defense | 5 | Autobot mission |
| Speed | 4 | to Earth, Red |
| Power | 4 | Alert is a well- |
| Mini-Con Loadout | 8 | rounded character |
| | | who specializes |
| | | in defensive |

techniques which allow him to endure heavy gunfire. Red Alert is great for missions where the Deceptidrone army is heavy in numbers, and his vehicle mode will provide you with extra traction for the rough conditions in levels like Antarctica and Alaska. The only drawback is his Mini-Con loadout of eight.



Hot Shot (Advanced)

| | | |
|------------------|---|-------------------|
| Attack | 3 | Hot Shot's speed |
| Defense | 3 | and dexterity |
| Speed | 5 | make him per- |
| Power | 4 | fect for scouting |
| Mini-Con Loadout | 8 | lost Mini-Cons |
| | | and level recon- |
| | | naissance; he's |
| | | the lightest |

Autobot, so he can stay airborne longer. Due to his poor attack and defense power, you must rely on his speed. Hot Shot also shares Red Alert's lower Mini-Con loadout of eight. You should only use Hot Shot if you are familiar with a level and can harness his speed to avoid enemy gunfire.



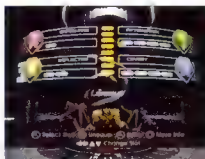
MINI-CONS

The long-lost third Transformers race, Mini-Cons will help you turn the tide in the Cybertron war. Mini-Cons can be easily located by following the big beams of yellow light that emanate from them.

When you find one, you can attach it to your Autobot, which will allow your character to use that Mini-



Con's skill. There are 40 Mini-Cons scattered throughout the game; check the maps on the following pages for their locations. Note: You will not be able to collect all of the Mini-Cons on your first pass through a level. You must first obtain certain Mini-Cons in later levels (such as Slipstream and Highjump), then equip them and return to previous levels to claim the ones that were once out of reach.



Loadout Power

In order to equip a Mini-Con, you must have enough power in your Mini-Con loadout to support it. Each Mini-Con's loadout power cost will be at one, two or four segments, so you must manage your Mini-Con power to prevent overloading. Usually the Mini-Cons that cost more in power are more useful, but this is not always the case. Try out each Mini-Con for yourself to see if it can help you in the current mission or in past areas that have not yet been completed.



Mini-Con Teams

You can equip up to four Mini-Cons at one time, provided that your Mini-Con loadout is not overloaded. Each Mini-Con is a specific color, and when you equip a team of Mini-Cons that are all the same color, you will

receive a bonus to your Energon and other levels. The more of the same color Mini-Con used, the larger the bonus becomes.

- Equipping two Mini-Cons of the same color will increase your Energon maximum.
- Equipping three Mini-Cons of the same color will increase your Energon maximum and Powerlink duration.
- Equipping four Mini-Cons of the same color will boost your Energon maximum, Powerlink duration and Mini-Con recharge.

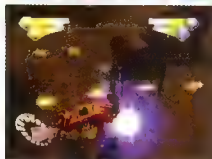
DATA-CON UNITS

Data-Con discs are also scattered throughout Earth. Finding these discs will unlock various goodies at the Extras menu, from concept art and comics to television public-service announcements from the old-school

Transformers cartoons (my personal favorite). You can spot the Data-Con discs the same way you spot the Mini-Cons: by following the yellow beams of light. The location of each Data-Con disc can also be found on the level maps on the following pages. If you play the game in Commander mode, you'll be able to find four special Data-Con units that are not found at the Recruit or Veteran difficulty settings.



ENERGON COLLECTION

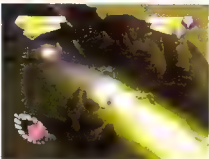


An important part of long-term survival is keeping your Energon storage at full capacity. Each time you receive damage, you will lose Energon, which could lead to a Stasis Lock. The best way to keep your Energon tanks at full is

to collect the Energon that the Decepticons leave behind after they are destroyed. Be sure that the coast is clear before you collect it or you might lose even more Energon by rushing into enemy fire.

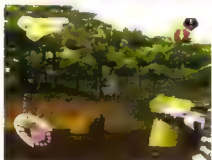
POWERLIX MODE

Powerlix Mode is a feature that's granted to your Autobot after you beat the first level. When Powerlix is activated, the time and space



around you will slow down to a snail's pace while your Autobot moves at normal speed, allowing you to react to Decepticon attacks very quickly. This great ability comes at a price, though: When Powerlix is activated, you will slowly lose Energon in your tanks until it is turned off. When it is, you will regain half of the Energon you lost from Powerlix Mode. This is a very dangerous mode to play with and should only be used in desperate situations. I personally recommend that you stay away from Powerlix Mode and fight the Decepticons by using standard combat tactics, but that's your call to make.

RECON MODE



Recon Mode allows you to zoom in up to three times with your regular Assault Blaster (or four times with your Sniper Rifle) to destroy Decepticons safely from afar. Decepticons always travel in packs, so the best way to thin out

their squads is to use Recon Mode's zoom feature and take out as many targets as you can until they become too close to snipe. If some Decepticons happen to slip by your crosshair, use close-quarters combat tactics to dismantle them.

MORE THAN MEETS THE EYE

• **Use Lookout whenever you can**—You will find the Mini-Con "Lookout" in Antarctica. Equip Lookout as soon as you get him and use his sniper gun with Recon mode as much as possible. While zoomed in Recon mode with the sniper gun, you will see a special red targeting reticule that lets you know the area of the Decepticon's weak spot. With Lookout, you'll be able to take out many Decepticon soldiers in one shot!



• **Turn on your shield**—Keep a Mini-Con shield equipped for defensive purposes (Deflector, Shieldwall or Kickback). When you engage with Decepticons, you should always flip on your shield and leave it on until the coast is clear. The Mini-Cons' energy replenishes quickly, so don't be afraid to use them often.



• **A still target is an easy target**—If you stand still while trying to shoot Decepticons, you will lose too much Energon before you will be able to take them out. Always keep moving to avoid enemy blasts; it takes these heavy Autobots some time to get up to full running speed from a standstill. When you're moving around and strafing, you should move either in a zig-zag pattern or move forward or backward while strafing to the side. If you strafe directly to the left or to the right, the smart Decepticons will shoot ahead of your direction and nail you nearly every time. Moving forward or backward while strafing will throw off the Decepticons' perception of your distance, which will force them to overshoot.



• **Mini-Cons are the key**—The weapons and armor that the Mini-Cons provide are much more powerful than the standard Autobot equipment. Make sure that

you always have your most useful Mini-Cons equipped. For example: When you engage a group of Decepticons, always turn on your shield (if equipped) before you proceed. If your secondary weapon has enough energy to fire, take aim and shoot away. It is far better to be alive and have no Mini-Con energy than to be dead with your Mini-Con energy at full.

• **Keep your ears open**—The game has an interesting feature that lets you know when enemies are near. When you hear the game's music change into a more uptempo and exciting beat, you can be sure that Decepticon armies are close by.



MINI-CON TEAMS

To make a strong Mini-Con team, figure out which Mini-Con ability will be the most useful to you in a particular level and try to build around that ability. For instance, if you know that you are going to be in a closed area with no room to move or to distance yourself from enemies, then focus on building your defensive and melee abilities. Don't try to match up useless Mini-Cons of the same color just for the bonuses; you'll end up with a mish-mash team of Mini-Cons that won't really support each other's positive traits. Below is a list of Mini-Con teams that I used in the game to help me complete my missions. I will also recommend a Mini-Con loadout for each level and each boss in the "Level Maps/Boss Tips" section. Note that some of these specialized teams have a power loadout greater than eight, which means that only Optimus Prime will be able to use them.



| Button | Name | Power Loadout | Color |
|---|-------------|---------------|--------|
| Sniper Team (Loadout: 8) | | | |
| L1 | Bulletproof | 2 Units | Green |
| L2 | Rangefinder | 2 Units | Green |
| R1 | N/A | N/A | N/A |
| R2 | Lookout | 4 Units | Green |
| Close Combat Team (Loadout: 8) | | | |
| L1 | Bulletproof | 2 Units | Green |
| L2 | Deflector | 2 Units | Yellow |
| R1 | Sparkjump | 2 Units | Purple |
| R2 | Shockpunch | 2 Units | Blue |
| Mini-Con Retrieval Team (Loadout: 7) | | | |
| L1 | Slipstream | 1 Unit | Yellow |
| L2 | Shepherd | 2 Units | Purple |
| R1 | N/A | N/A | N/A |
| R2 | Covert | 4 Units | Blue |

| Button | Name | Power Loadout | Color |
|---|-------------|---------------|--------|
| Defensive Power Team (Loadout: 10) | | | |
| L1 | Bulletproof | 2 Units | Green |
| L2 | Kickback | 4 Units | Green |
| R1 | N/A | N/A | N/A |
| R2 | Covert | 4 Units | Blue |
| Offensive Power Team (Loadout: 10) | | | |
| L1 | N/A | N/A | N/A |
| L2 | Deflector | 2 Units | Yellow |
| R1 | Aftershock | 4 Units | Green |
| R2 | Lookout | 4 Units | Green |
| Well-Balanced Team (Loadout: 10) | | | |
| L1 | Bulletproof | 2 Units | Green |
| L2 | Deflector | 2 Units | Yellow |
| R1 | Firefight | 2 Units | Yellow |
| R2 | Lookout | 4 Units | Green |

LEVEL MAPS/BOSS TIPS

On the pages that follow, you'll find maps for the outdoor levels in the game. The red line on each map indicates the easiest path to take in order to complete the level. These maps also indicate the locations of all of the Mini-Cons, Data-Cons and warp gates. Note that some of the Mini-Cons and Data-Cons are located in different places if you play the game in Commander mode (hardest difficulty). Make a note of which Mini-Cons are out of reach in each level and travel back to collect them once you've obtained the proper tools (Slipstream, Shepherd). Don't worry about collecting the Data-Con units on your first run; they can easily be collected later with the use of the Shepherd Mini-Con.

Map Legend

- ★ Mini-Con (all difficulty settings)
- ☆ Mini-Con (Recruit/Veteran only)
- ★ Mini-Con (Commander only)
- ▲ Data-Con (all difficulty settings)
- ▲ Data-Con (Recruit/Veteran only)
- ▲ Data-Con (Commander only)
- Warp Gate

Mini-Cons

- 1—Lock-On
- 2—Pressurepoint
- 3—Safeguard
- 4—Tractor
- 5—Hailstorm
- 6—Claymore
- 7—Deflector
- 8—Flashbang
- 9—Firefight

13 Data-Cons

- Warp Gates**
- A—Amazon Basin
 - B—Stone Bridge
 - C—Ruined Temple
 - D—Waterfall
 - E—Deep Ravine
 - F—Mountain Ruin

Recommended Mini-Con Loadout

- L1—Safeguard
L2—Deflector
R1—N/A
R2—Lock-On

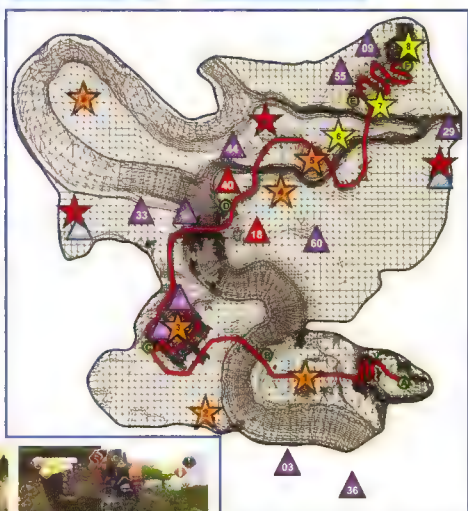
Boss: Heavy Unit

- Recommended Mini-Con Loadout**
L1—Safeguard
L2—Deflector
R1—N/A
R2—Lock-On

Unload all of your weapons whenever you have the energy to do so. Keep your Deflector shield on to avoid

damage from Energon blasts. When your shields are depleted or you see missiles heading your way, use the broken wall pieces around you for cover. If you get too close to him, he will stomp the ground and produce shock waves that rattle the ground. Jump or back away when you see his leg come up for the stomp to avoid the shock wave. Continue gunning him down from a distance and you should have no problems with the Heavy Unit.

LEVEL 1—AMAZON

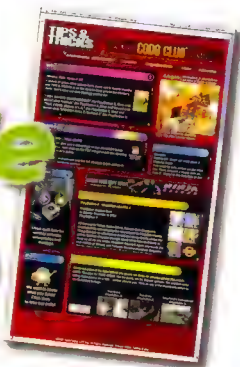




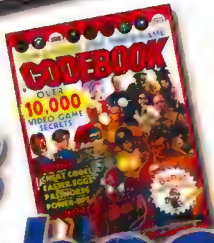
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LEVEL 2—ANTARCTICA



Mini-Cons

- 1—Shockpunch
- 2—Hawkeye
- 3—Watchdog
- 4—Smackdown
- 5—Slapshot
- 6—Buildup
- 7—Highgear
- 8—Sparkjump
- 9—Lookout
- 10—Comeback

Boss: Starscream

Recommended Mini-Con Loadout

- L1—Safeguard
L2—Deflector
R1—N/A
R2—Lock-On

When the battle begins, Starscream will rush you down and try to hit you with a melee attack. Walk back while he's doing this and unload all of your weapons on his chest. Starscream will then take to the air and try to gun you down from above. Follow him with your camera at all times—don't lose sight of him! When he dives in for an attack, fire some lock-on missiles and move to the right or left while moving forward in a diagonal motion. This will allow you to avoid Starscream's barrage of gunfire while damaging him with your missiles. After Starscream receives enough damage, he will tumble to the ground.

When he gets up, he will try the same rushdown technique as he did when the fight began. This pattern will keep repeating until you put Starscream away.

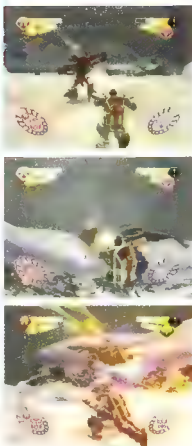
6 Data-Cons

Warp Gates

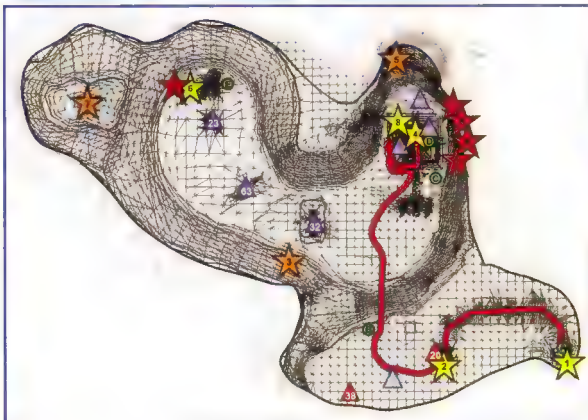
- A—Ice Canyon
B—Crevasse Field
C—Research Center
D—Ice Breaker

Recommended Mini-Con Loadout

- L1—Safeguard
L2—Deflector
R1—N/A
R2—Lock-On



LEVEL 3—DEEP AMAZON



Mini-Cons

- 1—Shieldwall
- 2—Skirmish
- 3—Twister
- 4—Airstrike
- 5—Covert
- 6—Knockdown
- 7—Overwatch
- 8—Rangefinder

7 Data-Cons

(bonus Data-Con found in this level at Commander difficulty)

Warp Gates

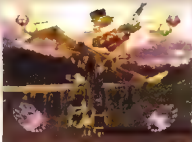
- A—Hill-Top
B—Rope Bridge
C—Sun Temple
D—Antechamber
E—Jungle Village

Recommended Mini-Con Loadout

- L1—Safeguard
L2—Deflector
R1—Sparkjump
R2—Lookout

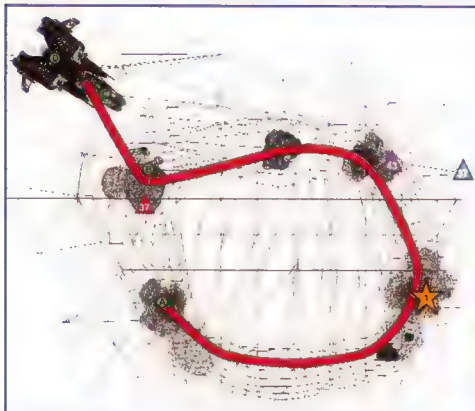
Boss: Cyclonus**Recommended Mini-Con Loadout**

- L1—Safeguard
L2—Deflector
R1—Skirmish
R2—Lock-On



This battle starts on the top of the temple, which is a bad thing for you. Immediately slide off to

PS2

LEVEL 4—MID-ATLANTIC

the Deep Amazon ground; if you stay up there and try to go head-to-head with Cyclonus, you'll be thrown off the temple like a rag doll and take massive damage. When you reach the floor, take aim and fire away. Cyclonus moves pretty slowly in the air, so you'll be able to inflict a good hunk of damage. Start strafing in one direction when Cyclonus opens fire from the air; your ground speed will easily outrun his bullets. Cyclonus will eventually land and try to fight you on the ground. Stay away from him while firing or else he will try to grab you for a heli-throw. Repeat this process for both land and air and Cyclonus will soon be grounded for good.

Mini-Con

1—Slipstream

1 Data-Con (bonus Data-Con found in this level at Commander difficulty)

Boss: Tidal Wave**Recommended Mini-Con Loadout**

- L1—Safeguard
L2—Rangefinder
R1—Skirmish
R2—Lookout

Warp Gates

- A—Atoll
B—Pinnacle Rock
C—Hangar
D—Control Room

Recommended**Mini-Con Loadout**

- L1—Safeguard / swap with Slipstream
L2—Deflector
R1—Sparkjump
R2—Airstrike

Tidal Wave's only weak spot is his head—and since he's a skyscraping robot, you may have trouble aiming high enough to target it. Equip your Mini-Con loadout for very long-range fighting; with my recommended loadout, you can strike Tidal Wave from virtually anywhere. Head to the top of the Atoll warp gate hill and aim at his head as he approaches you. When you see your crosshair turn red, start firing. Don't worry about his machine gun fire; these bullets will not hurt you too much. Tidal Wave's missiles do a lot of damage, though, so you'll want to avoid those. To get some breathing room, switch to vehicle mode and drive on the beach to the other side; this will also give you time to build-up your Mini-Con energy. When you feel you are at a safe distance, transform back into robot form and aim for the head again, repeating the pattern to destroy Tidal Wave and send him to the bottom of the ocean.

**LEVEL 5—ALASKA****Mini-Con**

- 1—Aurora
2—Bulletproof
3—Discord
4—Kickback
5—Highjump

9 Data-Cons (bonus Data-Con found in this level at Commander difficulty)

Warp Gates

- A—Shore
B—Canyon Mouth
C—Box Canyon
D—Mountain Caves
E—Cliff-Top

Recommended**Mini-Con Loadout**

- L1—Slipstream
L2—Deflector
R1—Skirmish
R2—Lookout



LEVEL 6— STARSHIP

Mini-Con

1—Aftershock

10 Data-Cons

Warp Gates

A—Engine Room

B—Bridge

C—Crash Site

Recommended Mini-Con Loadout

L1—Bulletproof

L2—Deflector

R1—Sparkjump

R2—Hailstorm

Boss: Starscream

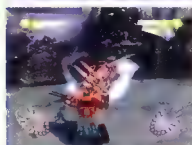
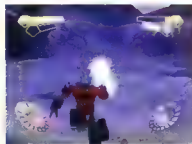
Recommended Mini-Con Loadout

L1—Bulletproof

L2—N/A

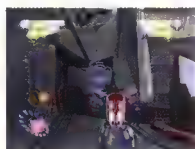
R1—Aftershock

R2—Hailstorm

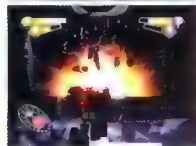


blade again. Keep walking backward while firing your Aftershock blaster to whittle his energy down as you did before. Starscream will swipe with his cutter blade when he gets close, but if you keep walking backward while he swings, he will miss. This is a perfect opportunity to nail him with a Hailstorm blast. The impact will send Starscream flying and crashing into the snow. You can approach while he is down and get some extra shots in while he is getting up. After he rises, start walking backward again while shooting and repeat the process. Periodically, Starscream will fly into the air and ready his Energon cannons. When you see him floating in the air in a stationary position, fire a Hailstorm shot right at his chest; this will cause him to crash into the ground before the cannon blast hits you. If he dodges, fire another Hailstorm; he will not dodge the second shot.

The Starship doesn't have a map, since it is a small indoor level, but here are some steps to help you complete this level with ease.



vator on the end to the upper levels.



back to the bridge and jump up the wall ahead. Go into the bridge and finish off the last of the Decepticons. Grab the Mini-Con and leave the bridge to trigger a cutscene.

You'll start at the Engine Room. Make your way through the door and clear out this two-story room of Decepticons, then take the second floor elevator on the end to the upper levels.

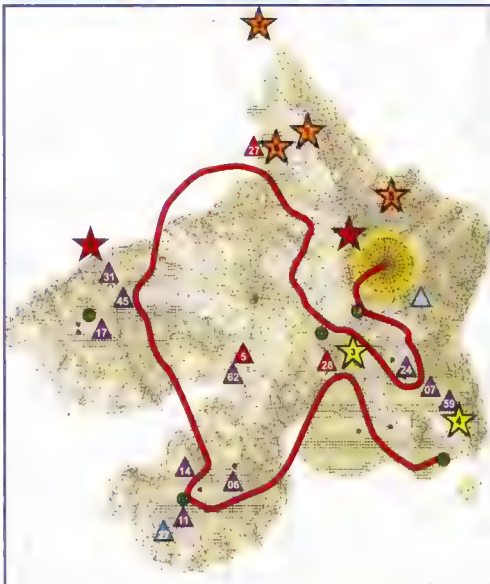
Flip the switches on the side rooms to open up the steel shutters in the center hallway. Clear each hallway section before you open up the next door. When you reach the final door with the warp gate, take the warp gate to HQ and equip the Highjump Mini-Con. Warp



With the ship now sideways, you must use your Highjump skills to hop back up to the top. Use the blast door controls to close the doors in order to make it across the gaps that would normally be too large to jump. Keep criss-crossing up the blast doors until you reach the elevator, then take the elevator up to the next room.

Now you're back at the start of the level. Use all of the objects that you can to make your way upward while grabbing all of the Data-Cons that you pass. Once you reach the ship opening at the top, you're home free.

LEVEL 7—PACIFIC ISLAND



Mini-Cons

- 1—Stronghold
- 2—Shepherd
- 3—Corona
- 4—Fullspeed
- 5—Jumpstart
- 6—Fallsafe

12 Data-Con

(bonus Data-Con found in this level at Commander difficulty)

Warp Gates

- A—Beachhead
- B—Lighthouse
- C—Plateau
- D—Dry Riverbed
- E—Volcano

Recommended**Mini-Con Loadout**

- L1—Slipstream
- L2—Deflector
- R1—Aftershot
- R2—Lock-On

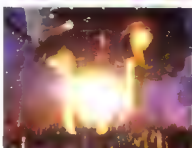
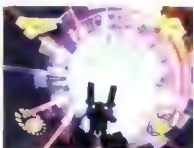
Boss: Megatron**Recommended**

- Mini-Con Loadout
- L1—Buildup
- L2—N/A
- R1—Aftershot
- R2—Fallsafe

Megatron will rip any one of your Autobots apart if you try to go toe-to-toe with him. Fortunately, there is a weakness in his programming that will allow you to beat him easily (although it will take a little bit of time): Megatron can only stay inside the ring. If you go outside of the ring, Megatron can only hit you with two attacks...and if you go beneath the ring, Megatron cannot hit you at all. Here's how it works. First, be sure you have Buildup equipped as one of your Mini-Cons. When the battle begins, head backward and go down the ramp just outside of the circle. If you remain on the ramp, the majority of Megatron's attacks will not hit you—and most importantly, he will not be able to grab you. Stay on the ramp and shoot him from here. Megatron will then rush toward you and shoot you from atop the ramp. Don't worry; he will not come down the ramp. Just keep shooting him and dodging by running around in a circle on the ramp until you finally get hit. If you get knocked from the ramp, go back to the ramp area and keep gunning him down from the ramp. If you start to get low on energy, go down the ramp and underneath the platform. Stand on one of the rocks that's completely below the platform and let the Buildup Mini-Con recharge your Energy to full without fear of getting hit! When you're ready to go, head back to the ramp and do the same thing. Megatron doesn't stand a chance!

**LEVEL 8—CYBERTRON****Boss: Unicron**

The massive Unicron is here and he is hungry for Cybertron. The Autobots must now warp back to Cybertron and stop this evil menace. Use the arrow at the top of the screen to guide you toward Unicron's location. Unicron will fly around until he finds a spot that looks tasty. When he stops on the spot, Unicron will open up his core in order to fire upon Cybertron. Fly into the Unicron's core, aim for the center and let loose a blast of your Matrix cannon. You must nail Unicron's core seven times in order to destroy him—and you'll need to do it fast if you want to stop him from destroying your homeworld!

**TRANSFORMERS SECRETS****Bonus Data-Con Units**

There are four bonus Data-Con discs to discover if you play the game in Commander mode. These units cannot be found at the Recruit or Veteran difficulty settings, so if you want to get them without cheating, you're going to have to work for them. The discs allow you access to special videos and cheats in the Extras menu; refer to the level maps to locate them.

Cheat Codes

Check the PlayStation 2 Tips section beginning on page 60 for some cheat codes if you need them.



SHREK 2

by Charlotte Chen

Shrek 2 is nothing at all like the first *Shrek* game, and to quote a famous lady who might soon have the stylingest call on the C-block, that's a good thing. Getting hit in the face with a hammer is arguably more enjoyable than playing the first *Shrek*. Now that a new publisher is in charge of the franchise, the ugly green ogre is starring

Spoiler warning:

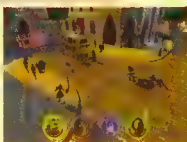
The game story in *Shrek 2* directly follows the events of the movie. If you have not seen the movie yet and are afraid to have the plot spoiled, watch it before playing.

in a game that does the movies justice, with better humor, more intelligent design and gameplay that is actually fun.



TEAMWORK

During single-player gameplay, you control four characters,



switching between them as needed. The other three characters operate independently of whichever one you're controlling, picking up cues from your lead character about which way to move and when to attack. For cooperative play, the game's "plug-and-play" ability allows up to three other players to join in the action at any time.

A "special" button lets each character perform a unique ability. Fiona's special, for example, slows down time temporarily for everyone but the team members. Getting through various obstacles and fulfilling specific objectives requires the use of every character. As you progress through the game, the Magic Mirror will appear to give you advice, and there's an in-game menu in each chapter where you can read character information in more detail.

CRAZY LARRY'S LEPRECHAUN SHOP

It's not really a "shop," it's just Crazy Larry standing in an out-of-the-way location in three different levels. There are nine upgrades available, three in each shop. These aren't necessary right away, but you should buy some upgrades before attempting the last level, which has a series of difficult battles.



1. Spooky Forest: Larry's standing on a rock in a small grassy area to the right of the second circle of bats with an hourglass pickup in their center.

Upgrades

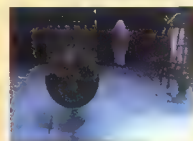
| | Cost |
|---------------------------------------|------|
| +3 Hit Points (Three Bears' Porridge) | 200 |
| +1 Attack (Ogre Ring) | 400 |
| Double Value Coins (Pot of Gold) | 600 |



2. Walking the Path: While escorting William Gruff across the bridge for the "I Love Tin Cans" mission, you can see Crazy Larry standing on a ledge to the right of one of the bridges.

Upgrades

| | Cost |
|--|-------|
| +6 Hit Points (Heart of Gold) | 400 |
| Regenerate +8 HP per Minute (Green Clover) | 1,200 |
| +4 Attack (Lucky Horseshoe) | 1,300 |



3. Prison Break: After freeing the second Porkchop brother and rolling the ball up the hill to extend the stairs, roll the ball back down the ramp and through the barred door to find a hidden path with Crazy Larry standing in the corner.

Upgrades

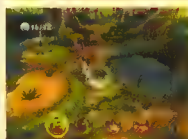
| | Cost |
|--|-------|
| +9 Hit Points (Lucky Rabbit's Foot) | 900 |
| Regenerate +8 HP per Minute (Nine Lives) | 2,200 |
| +6 Attack (Cupid's Arrow) | 1,800 |

STRATEGY GUIDE

During each chapter, there is a list of objectives to complete. Every time you complete an objective, a checkmark will appear next to it, and you'll hear the sound of a snapshot being taken for the scrapbook.

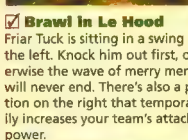


CHAPTER 1: SHREK'S SWAMP



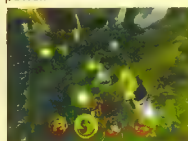
✓ Eyeballs

Hit the snails to get their shells off, then hit their sluggish bodies to get their eyeballs. Once you gather enough, the gate to the next area will open.



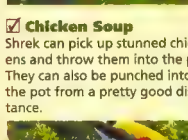
✓ Brawl in Le Hood

Friar Tuck is sitting in a swing on the left. Knock him out first, otherwise the wave of merry men will never end. There's also a position on the right that temporarily increases your team's attack power.



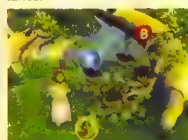
✓ Fairies—Gotta Catch Them All

Pick up the hourglass, then use Fiona to slow down time. Simply touch the fairies and they'll fly to their cages. Repeat until all the fairies are caught.



✓ Chicken Soup

Shrek can pick up stunned chickens and throw them into the pot. They can also be punched into the pot from a pretty good distance.

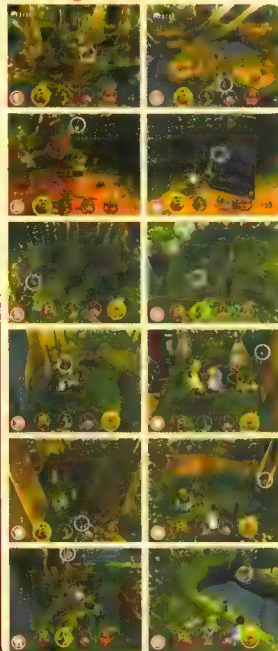


✓ Blackbird Symphony

Hero Time: Fiona

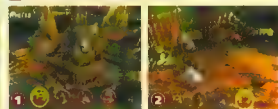
Press the buttons in rhythm as they fall into place. During the last part of the song, just hit the button as fast as possible.

12 Magic Beans



1. Hidden underneath the ledge below the dwarf trapped to the left of Shrek's house.
2. Hidden around the edge of the second low platform in the southwest corner by the lake near Shrek's house.
3. After pulling the lever to get to the next area, pick up the crate and put it on the marked piece of ground. Climb on it to reach the bean.
4. There's also one in the same area underneath the ramp leading up, on the left.
5. After fighting the merry men, go left; it's on the edge of a hill where another dwarf is trapped.
6. Along the bottom left, under the fairy cages.
7. On the left before going through the gate to the first cookie.
8. Once you get the cookie, there are two traps. The bean is behind them on the right.
9. After using the seesaw to launch over the fence, it's in the left corner on the other side.
10. In the same area, on the right by the tree.
11. In one of the boxes past the crocodiles.
12. After passing the crocodiles using Fiona's special attack, look for a target hidden on the left. It extends a ramp into the water if you hit it with Gingerbread Man's candy cane.

The Seven Dwarves



1. Climb up the ledges to the left of Shrek's house and break the boulder.
2. After you collect 18 Eyeballs, you can go into a new area. Pull the lever and it opens a gate leading to another dwarf.
3. On the hill to the left of the fight with the merry men.
4. Hanging right outside the entrance to the fairy area.
5. In the area beyond the first cookie, near the turtles and seesaw.
6. After helping Lil' Red with the chickens, the back gate will open. Go in and to the left. Use the bounce platform with Gingerbread Man and hit the target to open another gate. The dwarf is on a hill to the left.
7. Hit the bull's-eye target and a platform will extend in the water. Hit the rock holding the dwarf's cage a few times with Gingerbread Man's candy cane and it will break.

CHAPTER 2: SPOOKY FOREST

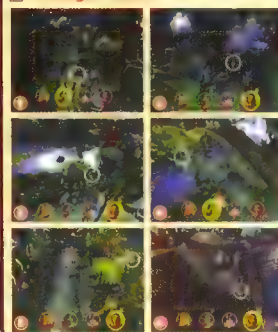
Tree Time



The first tree you encounter is pretty grumpy, but is the only one that actually talks to you.

Knock it over with Donkey's "Burro Blast." For the rest of the level, whenever you encounter any trees of this type, just knock them over again the same way.

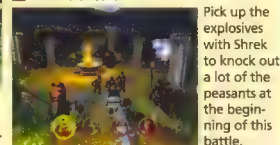
12 Magic Beans



1. At the start, walk toward the television screen to find a bean.
2. Past the first gate, break the log on the right.
3. After hitting the second bell, there are a couple of platforms on the left. A bean is hidden between two of the platforms.
4. Next to the circle of bats by the bridge where Fiona needs to slow down time.
5. After the fight by the dragon statue, in the small gated area to the right with rats and a lever.
6. In the corner behind a brown carriage in the area where you fight the spinning knights.
7. Just beyond the previous area, when using Fiona's special to pass the next set of bats; break the treasure chest to the left.

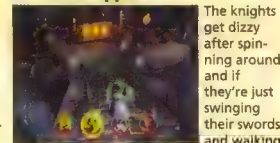
8. In the lower left corner where the leprechaun guards the gate to the cemetery.
9. Hidden behind the coffins on the left when you first enter the cemetery.
10. Next to the mousetraps in cemetery, just past the gate where Lil' Red throws apples through the hole at the rats to protect the mice.
11. Past the mousetraps, break the first coffin on the left.
12. Use the bounce platform in the area just beyond the cemetery to break a treasure chest on a tall platform that has a bean inside.

The Statue



Pick up the explosives with Shrek to knock out a lot of the peasants at the beginning of this battle.

Poison Apple



The knights get dizzy after spinning around, and if they're just swinging their swords and walking forward in a straight line, you can hit them from behind.

chapter 2: spooky forest CONTINUED

Pest Cemetery



To get the blind mice through the cemetery, use Donkey's "Burro Blast" to knock over headstones

near any open graves that the mice might tumble into.

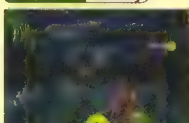
Gingerbread House



Follow the path leading to the Gingerbread House and break the gate with Donkey's "Burro Blast."

Canyon Run

Hero Time: Donkey

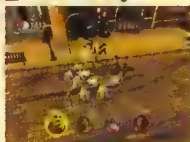


If you press Up on the controller, the dragon will move up, and if you press Down, the dragon will

move down. Get through the run without hitting anything to pass. It is not necessary to accelerate; you'll be moving automatically.

chapter 3: far far away

Friar Fat Boy



Walk down Ruby Dr. and take the first right down Vernon Blvd. to talk to King Harold. This mini-game is the

same as the earlier chicken task you performed for Lil' Red. Round them up and throw or knock them into the small fenced area by the Friar Fat Boy sign.

Ratcal



Walk straight to the very end of Ruby Dr. and you'll see three yellow buttons on a staircase. Have three charac-

ters stand on them simultaneously and King Harold will walk out from behind the gate to offer you this task. Fighting the Pied Piper and his rats is easier if you use Fiona's special attack. When all the rats are dead, the Pied Piper comes out. One hit kills him. (I thought this was a bug in the game program, but as it turns out, he's just a weenie.)

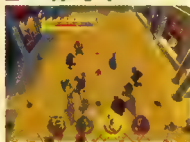
Family Jewels



Go down Ruby Dr., then turn left on Opal Dr. King Harold is at the end of the street in front of the

jewelry store. Don't fight the troll—just avoid it, then follow it and pick up the trail of jewelry it drops.

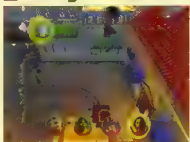
Shopping Spree



Go down Ruby Dr. and check the staircase on the left for two yellow buttons. Have two characters

stand on them until King Harold emerges from behind the gate. Protect Cinderella from the muggers until she completes her window shopping. Her health meter will indicate how much damage she's taken.

Falling to Pieces



Walk down Ruby Dr. and turn left down Dayton Way. Talk to King Harold and help find Humpty

Dumpty's missing pieces in the following locations:

1. Above the yellow carriage on the far right. Use the bounce platform on the carriage roof to reach it.
2. On the right, near the gated area full of thugs. Use the bounce platform on the floor to reach the awning.
- 3-4. Inside the gated area, use the two bounce platforms to reach the two eggshell pieces.
5. On the left, use the bounce platform on the staircase to place a piece on the red awning to the right.
6. Use the same bounce platform to reach a piece on an awning to the left.
7. Jump down from the previous awning to reach the last piece, which is below and to the left of the one you just got.

Street Brawl

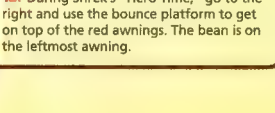
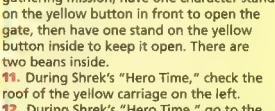
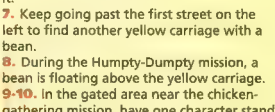
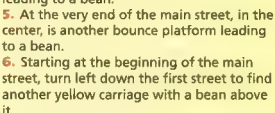
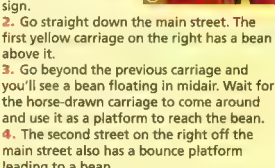
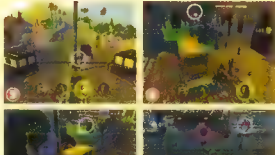
Hero Time: Shrek



Walk straight down Ruby Dr. and you'll see King Harold standing beneath an awning on

the right. Talk to him to start the mission. Belly flop on the peasants near the paddy wagon first. Don't fight more than one or two at a time. When they're stunned, pick them up and throw them in the wagon.

12 Magic Beans



1. Starting from the main street, on the first right, there's a bounce platform that reaches a bean near the "Chicken Special" sign.
2. Go straight down the main street. The first yellow carriage on the right has a bean above it.
3. Go beyond the previous carriage and you'll see a bean floating in midair. Wait for the horse-drawn carriage to come around and use it as a platform to reach the bean.
4. The second street on the right off the main street also has a bounce platform leading to a bean.
5. At the very end of the main street, in the center, is another bounce platform leading to a bean.
6. Starting at the beginning of the main street, turn left down the first street to find another yellow carriage with a bean above it.
7. Keep going past the first street on the left to find another yellow carriage with a bean.
8. During the Humpty-Dumpty mission, a bean is floating above the yellow carriage.
- 9-10. In the gated area near the chicken-gathering mission, have one character stand on the yellow button in front to open the gate, then have one stand on the yellow button inside to keep it open. There are two beans inside.
11. During Shrek's "Hero Time," check the roof of the yellow carriage on the left.
12. During Shrek's "Hero Time," go to the right and use the bounce platform to get on top of the red awnings. The bean is on the leftmost awning.

CHAPTER 4: OGRE KILLER

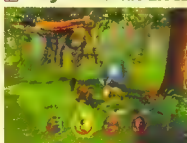
✓ One Life Down, Eight to Go



This is another rhythm-based challenge. Press the correct buttons as they pass through the circles until

Puss in Boots loses half of his health.

✓ Only Three Cat Lives Left



Same deal, with the button patterns a little more complex. Reduce his health by another 1/2.

✓ Nice Kitty!



The third time is a charm. The buttons are falling faster and are in a more complex arrangement, but it's

still the same concept. Keep the rhythm until he gets knocked out.

CHAPTER 5: WALKING THE PATH

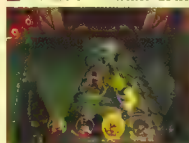
✓ Pumpkin Pie



Fairy Godmother bewitches the first patch of pumpkins you come across. Defeat the large pump-

kin so it doesn't generate more little ones.

✓ Name's William Gruff



You need to actually walk with him through the gate into his home or it doesn't count as a

mission complete. The easiest way to do this is to clear the path to his home first, then start the mission and run behind him all the way home.

✓ I Love Tin Cans



This is the same as earlier. Clear a path across the bridge, then talk to William to start the mission. Fol-

low him all the way across the bridge.

✓ Troll Trouble



Make Shrek pick up the bombs and throw them back at the troll. The rest of the time, just avoid it.

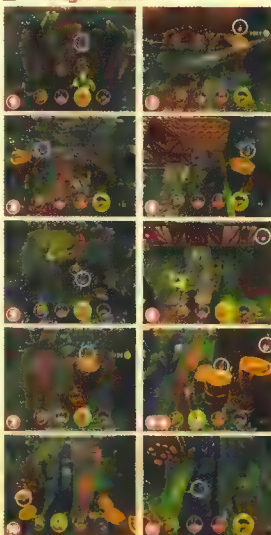
✓ The Waterfall



This just requires some timing to avoid getting hit by the fish. When he gets to the

top, he'll lower the elevator for the other characters.

✓ 12 Magic Beans



1. Just beyond the first killer pumpkin patch.

2. Go left down the path from the first house. Make Shrek do a belly flop on the seesaw to send Puss in Boots on top of the logs with the rope stretched between them.

3. Go right down the path from the first house. Past the killer pumpkin patch, use

another seesaw to get Puss in Boots on top of the rope leading to the bean.

4. At the second house, use Donkey to break the gate to the yard and have Puss in Boots jump on the stumps to get on the rope leading to the bean.

5. While escorting William Gruff to his house, when you get past the giant pumpkin, there's a bean in the small clearing beyond, near a treasure chest.

6. Follow William into his front yard to get the bean.

7. While going down the path to the left from William's house, beyond the blades and near some peasants, use the bounce platform on the right to reach a bean on a tall tree stump.

8-9. Right past the bounce platform and peasants, the path splits. Take the right side after moving the logs, then jump up on the stumps to get to the two beans.

10. Across the river on the left is another bean. Make Puss in Boots clear the path for the others on the right side so they can meet him on the left, then backtrack down the left path to get the bean.

11. In this same area, there's a short rope stretched over the river with a bean in the middle.

12. While escorting William—this time to get across the bridge—there's a row of killer pumpkins on the left ledge by a bridge. Look for a bean at the end of the row.

✓ Eyeballs



It seems that Shrek has eaten all the eyeballs you harvested in the first level. Once again, there are plenty of

snails around to gobble.

CHAPTER 6: JACK AND JILL'S FARM

✓ Scrambled Eggs



Go down the path toward the Coop. Access to it is blocked by a spinning razor, bees and a cow gate. There's a lever in the corner, partially concealed by grass, that lowers the razor. Hit

the cow resting in the field nearby and herd it through the gate. Throw a cookie near the bug zapper to move the bees out of the way. When playing the egg-catching game, just control one character and don't bother switching.

✓ Stalk of Trouble



Stay near the beanstalk and belly-flop the rats with Shrek when they congregate too close. Keep the rats at bay until the timer runs out and the stalk will grow.



CHAPTER 6: JACK AND JILL'S FARM CONTINUED

✓ **Chicken Ho-down**

Belly flop on the chickens with Shrek. They will be stunned, and if you try to belly flop them a second time,

they'll fly away in a panic. Lure groups of them with a cookie.

✓ **Needle in a Haystack**

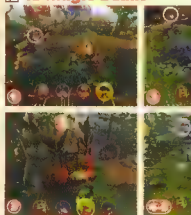
The needle will be in the last haystack you look in. Just plow through them all quickly and

then grab the needle when it pops out. The enemies are distracting, but not difficult to dispatch.

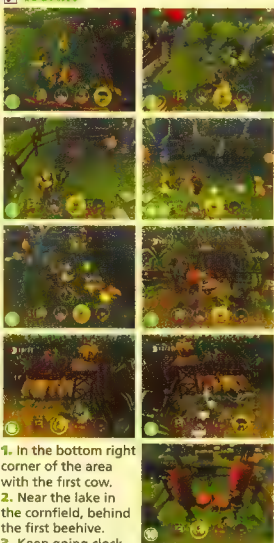
✓ **Killer Tomatoes****Hero Time: Gingerbread Man**

Watch the timing of the tomatoes and use the open areas on the sides to avoid them. Gingerbread

Man can jump on top of the flower petals to cross the large gaps.

✓ **12 Magic Beans**

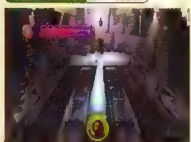
1. In the first area, look near the bottom left corner by the brown fencing.
2. On the path to the Coop, make Puss in Boots walk the short vine stretched over the pond.
3. Beyond the second cow gate, near the giant carrots, use the crate to jump onto the small brown tower on the left near the target.
- 4-5. Walk across the vines near the pagoda. There's a hidden lever in the grass to lower the spiky wheel so the cow can get through.
6. During Gingerbread Man's "Hero Time," check the second set of flower platforms, on the left.
7. Before you start going up the hill during Gingerbread Man's "Hero Time," jump on the flower platforms to the right.
8. In left corner of the first area in the cornfield, Puss in Boots is the only one who can jump high enough to reach it.
9. In the right corner when you take the path to the cornfield.
10. In the cornfield, on the right, immediately before talking to the pig at the gate.
11. On the path to the haystack, use Donkey's "Burro Blast" to open the gate on the left.
12. Use a bounce platform on the right as you go down the riverbank in the cornfield leading to the pig.

✓ **Worms**

1. In the bottom right corner of the area with the first cow.
2. Near the lake in the cornfield, behind the first beehive.
3. Keep going clockwise in same area and look in the corner before the second beehive.
- 4-5. You'll find two more apples in the same area as you move clockwise, with more bees in the way.
6. In the same area, beyond the bug zap-per.
7. During the chicken roundup game, in the second area behind the big carrots.
8. During the chicken roundup game, beyond the cow fence, on top of a small tower in the upper right corner.
9. In the same area, on top of a small tower in the upper left corner.
10. On the path leading to the Haystack, break the gate on the left with Donkey's "Burro Blast." The worm is behind the giant carrots.



CHAPTER 7: FAIRY GODMOTHER'S

✓ **Shipping Shakedown****Hero Time: Lil' Red**

Jump and throw an apple right after Fairy Godmother releases the blue flame. She wind-

mills her arm two times, so jump right after the second windmill. Keep on evading her attack and counterattacking, jumping over the boxes so you don't get knocked off the screen.

✓ **One Angry Fairy**

This is the first of two chase portions where you have to run toward the screen to avoid obstacles. As long

as one of your party members gets to the end, all of them will rejoin you even if they were knocked out earlier in the chase.

✓ **Get the Potion**

Make Lil' Red stand on the first button to raise Donkey to the second level. Break the barrier, then

have her and Donkey raise Shrek to the third level. Finally, raise Puss in Boots to the fourth level. He can use the tightropes to go around the perimeter to the potions shelf. Break the white shelves and pick up the red potion that pops out.



CHAPTER 7: FAIRY GODMOTHER'S CONTINUED

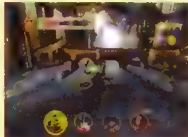
✓ Spilled Milk



Use Donkey and keep an eye on the conveyor belt being powered by the bicyclist in blue. A different type

of potion will appear at various intervals. Jump up and get it whenever that happens, then go back to fighting. Donkey's "Burro Blast" will knock the enemies out of the area.

✓ Beat Prince Charming



Prince Charming is kind of a pansy. After fighting him awhile, he retreats and sends chickenknights

after you. Dispatch them and he'll fight you personally again. After three rounds of this, he's down.

✓ Run Away



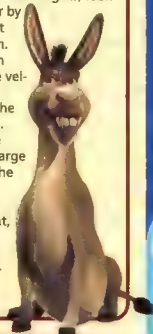
As long as one character makes it out alive, all of you will pass this objective. Just concentrate on control-

ling one character, and don't worry if you lose a few before reaching the exit.

✓ 12 Magic Beans

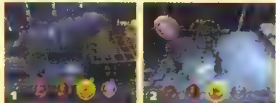


1. In the first room, behind the reception desk.
2. Hit the sleeping bear.
3. In the second room; check the cabinet in the corner.
4. In the second room, past the knights, in the cabinet by the water cooler.
5. In the doorway into the third room, beyond the lasers.
6. In the third room, in a cabinet next to the pink display case with a crystal ball in it.
7. In the third room, past the knights, look for a cabinet in the corner by a bench and the door that the knights emerged from.
8. In the fourth room, on the right side next to the velvet rope and boxes.
9. Inside the prison, on the upper shelves on the left.
10. In the room with the conveyor belt, near the large vat on the right side of the room.
11. In the room beyond the Prince Charming fight, in the upper left corner.
12. Down the hall from the previous room, floating above a barrel of explosives.



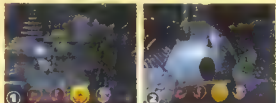
CHAPTER 8: PRISON BREAK

✓ Porkchop's Brothers



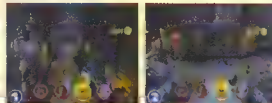
1. Go up the stairs behind the first caged pig and jump onto the hanging cage.
2. Roll another ball all the way up the hill and around to activate a staircase to release the second brother from his cage.

✓ Three Blind Mice



1. Mouse #1 is hanging in a cage past the room full of knights. Use the cages on the bottom to reach the nearby rooftop, then jump on top of the mouse's cage to open the door.
2. After fighting the troll, the second mouse's cage is on the right near a barrel. Hit it to open the door.
3. The third mouse is hanging in a cage in the lower right corner after you go underneath the two knights with flashlights.

✓ Jail Birds



1. On the right when you go down the hall leading to the first spider eggs.
2. At the end of the same hall.
3. Up the stairs on the left after the two bellows extend a staircase.
4. In a cage on the left after you squash the guard with a ball.
5. In a cage near the two knights with flashlights near the hall full of spiders.

6. In a cell on the left after jumping up two small brown ledges, after you go past the troll.
7. Underneath the searchlight near the third mouse.
8. Stepping on the buttons in front of each cage will make them raise if another member jumps on the bellows. Make steps so you can hit the cage.

✓ 12 Magic Beans



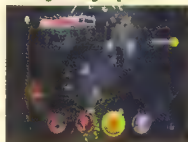
CHAPTER 8: PRISON BREAK CONTINUED



1. On one of the ledges when you get past the first set of searchlights.
2. Where the first large ball is, jump on the hanging cages on the right.
3. Roll the giant ball down the ramp through the gate. On the left before walking through the opening, jump down and use a bounce platform to reach a floating bean.
4. During the fight with the big spider, check inside the cell at the end of the hall.
5. At the top of the ramp where a giant ball rolls down on the knight when you step on a button below.
6. Below the ledge next to the door that the knights spill out of when you're spotted walking past the first pig.

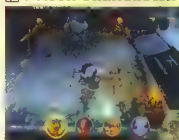
7. Inside the hallway with another giant spider (go underneath the knight walking on the grating) to the left of one of the Jailbirds.
8. Past the first blind mouse, behind the spider egg in the small alcove.
9. Next to Crazy Larry's shop. You need to break the gate near the caged pig by rolling the giant ball back down the long ramp.
10. Near the hanging cages by the second caged blind mouse.
11. Past the two knights walking on the grating, use the brown ledges on the left to reach a bean.
12. There are four cages with buttons underneath a cell. Use the bellows to lift the cages by standing on their corresponding buttons. The bean is above the second cage.

Itsy Bitsy Spiders



Defeat all the spiders by destroying their eggs and killing the giant spider mothers.

Prison Shakedown

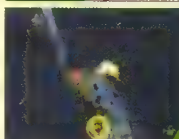


Defeat the troll. Wait for the bomb to almost go off before swatting it back towards him. This

troll is slightly smarter than the earlier one; he'll just toss it back at you if you push it too early.

Stairway of Doom

Hero Time: Big Bad Wolf



Avoid the rolling bombs and time your jumps on the moving ledges. Nota very difficult course.

CHAPTER 9: THE MINES

Tiny Tot



This is the area where Puss in Boots can walk on chains for the first time. Pull the lever to raise the

platform on the left. Walk along the rope to the other side and jump on the bellows until the cage lifts completely free.

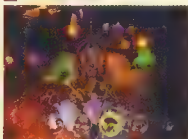
Short Fuse



Raise a fan by using Puss in Boots, then have Big Bad Wolf blow the fan to open the next path.

Fight some frogs, then pull the lever and go through the door. Take turns jumping on the bellows to lift the caged dwarf.

Lillic Bird



After defeating a giant spider and two eggs, fight some frogs and use the bellows to free the dwarf.

Small Fry



After getting past the floating staircases full of Stone Warriors and frogs, there's one last section with a

caged dwarf and frogs climbing onto the sides. Use Shrek's charge to knock them off the sides before they get on.

Stone Warrior



There are two times when the warrior can be hit: when it's dizzy or when its axe gets stuck in the ground.

Charge—to the Rescue

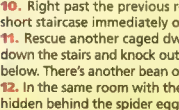
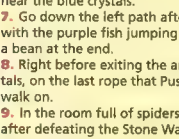
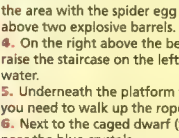
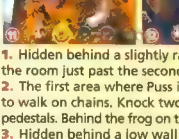
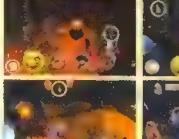
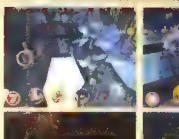
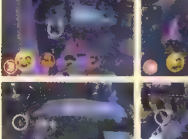
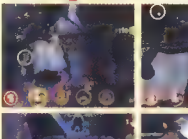
Hero Time: Handsome



All you can do is try to avoid the obstacles until Fairy Godmother's mine cart wrecks itself. Near the

end, the spinning spikes in the caves will double up. Just aim between them and you'll get through safely.

12 Magic Beans



1. Hidden behind a slightly raised stone in the room just past the second door.
2. The first area where Puss in Boots needs to walk on chains. Knock two red frogs off pedestals. Behind the frog on the left is a bean.
3. Hidden behind a low wall on the left in the area with the spider egg on a balcony above two explosive barrels.
4. On the right above the bellows used to raise the staircase on the left through the water.
5. Underneath the platform with the lever you need to walk up the ropes to reach.
6. Next to the caged dwarf (Short Fuse) near the blue crystals.
7. Go down the left path after the dwarf with the purple fish jumping over it. There's a bean at the end.
8. Right before exiting the area with crystals, on the last rope that Puss in Boots can walk on.
9. In the room full of spiders you enter after defeating the Stone Warrior.
10. Right past the previous room, up a short staircase immediately on the left.
11. Rescue another caged dwarf, then go down the stairs and knock out the three frogs below. There's another bean on the platform.
12. In the same room with the Gold Warrior, hidden behind the spider egg on the left.





chapter 10: cookie, cookie

✓ Papa Bear's Rescue Workers



Get on the water cannon and shoot out all the fires.

Next, go around the perimeter and strike any bulging doors to release trapped people. In the balcony area, use Big Bad Wolf to blow out the remaining fires.

✓ Going Up



Walk up the ropes using Puss in Boots. Pull the handle on the roof to lower the elevator for the other folks.

✓ Roof Top Ruckus



Use the cannons to shoot the soldiers on the other side. Make Puss in Boots walk up the rope to the

next roof, then blow up the explosives to lower the ramps.

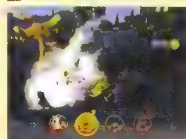
✓ Destroy Paddy Wagons



Break the paddy wagons on your side and toss cookies at the ones on the giant cookie monster's side.

Wait for clumps of soldiers to form and toss a cookie at them, then retreat and wait for the giant cookie monster to damage them. If he gets stuck on his side, throw a cookie over and help him to target the obstacles and enemies in his path.

✓ How the Cookie Crumbles



If you cleared the gauntlet of knights on your side and on the giant cookie's side, he'll storm

the drawbridge of the castle.

✓ Burst Your Balloon

Hero Time: Handsome



Take aim at the balloons drifting toward the giant cookie monster. Destroy them to protect the giant

cookie monster long enough for it to break down the drawbridge.

✓ 12 Magic Beans



1. Inside the doorway of Friar's, directly in front and to the right of the water cannon.
2. Behind the crashed Friar's Fat Boy wagon next to the doorway.

3. In bottom left corner of the balcony where Big Bad Wolf blows out the fires that the water cannon can't reach.

4. When the bears let you pass, go along the left wall; there's a bean in the corner by the black-and-white fencing.

5. In the same area as before, except turn right and look between the two fire wagons.

6. On the roof near the top rope that Puss in Boots needs to walk up to raise the elevators for the others.

7. On the second rooftop, near the wall.

8. On the last rooftop before getting in the giant Gingerbread Man's hand.

9. After the leprechaun gets squished, don't forget to pick up the bean that was next to him.

10. Follow the trail of coins past where the leprechaun was to find another bean near the sidewalk.

11. Inside the second paddy wagon you destroy.

12. Inside the last paddy wagon you destroy.



chapter 11: final fight

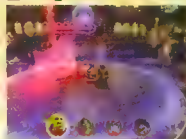
✓ Harping Hooligans



Pick up the hourglass and wait for the knights to get close, then use Fiona's special attack and have

Shrek do a belly smash on them. Get out from the center of the circle and hit any surviving knights from behind. When the elves appear, just go outside the perimeter of the arena and hit them from behind; all they do is throw projectiles at the center of the circle.

✓ Gargantuan Godmother



Look at the circular patterns that appear on the ground and avoid standing in them. If you can't run out

of the danger zone fast enough, try using Fiona's "Slow Time" ability. When Fairy Godmother lands briefly, you can hit her and she'll repeat this pattern. Also look out for a red circle which will spread out from the center and injure you if you don't jump over it.

✓ Troll Fan



These bombs detonate fast. Pick up, aim and throw without any hesitation or

they'll explode in your hands. When there are still three trolls, sometimes one will run into the center and get hit by the others' bombs. Prince Charming also makes an appearance, but his skills are so paltry they're basically negligible.

✓ Little Wand, Big Temper!



Use Fiona's special attack to stay ahead of the blue circles. When

Fairy Godmother throws a ball of red light, it spreads a laser which you can jump over to avoid. She can only be hit when near the ground. If you're having trouble, buy upgrades first.

BONUSES

The bonuses get unlocked as you progress through the game, depending on how many missions you've completed. Missions don't need to be completed in any particular order to unlock them.



| N/A | Shark Tale |
|-------------|-------------------------------------|
| 21 missions | Ring Coliseum |
| 31 missions | Floating Floor |
| 45 missions | Cloud Maze |
| 59 missions | Cage Drop |
| 70 missions | Crash Coliseum and the Movie Stills |



SPACE RAIDERS™



by Gus Mastrapa

Space Raiders is an honest-to-goodness sequel to the 1978 arcade classic *Space Invaders*. This 3-D update stays true to its roots, but adds a wider variety of weapons, settings and enemies with the graphic flair of a modern-day system. In other words, get ready to fire away!

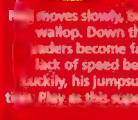
CHARACTERS

ASHLEY
This motorcycle-riding fashion photographer is armed with dual pistols. While her guns pack the lightest punch, her rapid fire and speedy moves make her ideal for chaining shots. Ashley is also the most vulnerable character, so try not to forget her.



JUSTIN

With average speed, power and firepower, Justin is a solid pick for first-time and casual players.



NAJI

Naji moves slowly, but his lightning packs a wallop. Down the road, when the invaders become faster and meaner, his lack of speed becomes a real liability. Luckily, his jumpsuit offers extra protection. Play as this super cop if you're looking for a challenge.



KNOW YOUR ENEMY

Space Raiders contains dozens of enemy types, some of which vary only slightly in resilience and attack style. If you want to score big chains, it's a good idea to know how many shots to fire in order to take down each baddie. This information is listed below, along with the type of attack that each enemy uses. I based these statistics on Justin's standard weapon strength, which is the closest to the middle. This means that Ashley will probably have to hit each enemy twice for every one of Justin's shots. Naji shots are twice as powerful, so he'll only need half the shots.



Invader (Green)
Hits: 1
Attack: Dual Shot



Invader (Gray)
Hits: 2
Attacks: Dual Shot, Bullet



Invader (Purple)
Hits: 3
Attacks: Bullet, Dual Shot, Triple Bullet



Alien (Black)
Hits: 2
Attack: Bullet



Alien (Purple)
Hits: 2
Attack: Laser



Alien (Brown)
Hits: 3 Shots
Attacks: Laser, Bullet



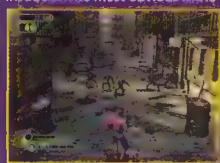
Alien (Town)
Hits: 3
Attacks: Laser (also throws cars)



Winged (Purple)
Hits: 1
Attack: Swoop

RETRO ECHOES

Look closely at *Space Raiders* and you'll see echoes to Toshihiro Nishikado's original *Space Invaders*. The most obvious is the chunky alien character on the back of Justin's jacket. A less obvious connection can be seen in the particular set of aliens shown here. With



their bad posture and tendency to throw stuff, they bear a striking resemblance to the monsters on the side of the original *Space Invaders* arcade cabinet! It's a kick to see fleshed-out 3-D versions of these classic creatures, which were designed by an anonymous artist in the days when video games just didn't have the graphic power to render them on the screen.



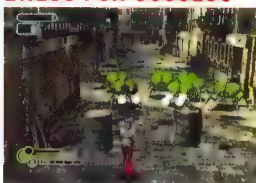
TWO WAYS TO PLAY



Space Raiders has two game modes. Story mode is for the casual gamer; with unlimited continues, it's quite easy to beat the game in one sitting. Hardcore gamers—especially shooter fans—will gravitate

toward Survival mode. With only one life, strategy becomes key. In this guide, we'll try to give you the facts you need to get your name on the Survival high score charts.

DRESS FOR SUCCESS



Pick alternate outfits by pressing **START** instead of the **A** button when selecting a character. Justin will don black shorts and an orange jacket, Ashley gets a white jacket and red pants and Naji

wears a red jumpsuit. The second player in co-op mode would typically wear these get-ups.



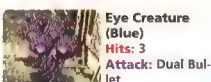
Winged (Green)
Hits: 1
Attack: Bullet



Winged (Red)
Hits: 1
Attacks: Bullet, Swoop



Winged (Sewer)
Hits: 2
Attacks: Bullet, Swoop



Eye Creature (Blue)
Hits: 3
Attack: Dual Bullet



Eye Creature (Red)
Hits: 6
Attack: Laser



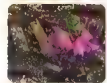
Ship (Yellow)
Hits: 1
Attack: Bullet



Ship (Blue)
Hits: 1
Attack: 3 Plasma Pairs



Ship (Stealth)
Hits: 1
Attack: Bullet



Male Zombie
Hits: 4
Attack: Fireball



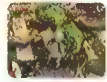
Male Zombie (Blue)
Hits: 10
Attack: Fireball



Male Sewer Zombie (Green)
Hits: 4
Attack: Fireball



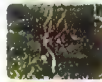
Male Sewer Zombie (Blue)
Hits: 7
Attack: Fireball



Female Zombie
Hits: 4
Attack: Fireball



Female Zombie (Blue)
Hits: 10
Attack: Fireball



Female Sewer Zombie (Red)
Hits: 6
Attack: Fireball



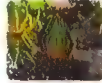
Female Sewer Zombie (Green)
Hits: 4
Attack: Fireball



Flytrap
Hits: 2
Attacks: Bullet, Gas



Flytrap (Gray)
Hits: 3
Attack: Bullet



Seed
Hits: 2
Attack: Evolves into Flytrap



Flower
Hits: 4
Attacks: Triple Bullet, Squirt



Flower (Green)
Hits: 4
Attack: Triple Shot



Flower (Blue)
Hits: 5
Attacks: Triple Laser, Squirt



Flytrap (Red)
Hits: 4
Attacks: Gas, Burning Gas



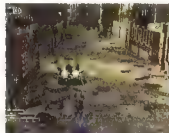
Blob (Green/Purple/Red)
Hits: 2
Attack: Squirt



King Blob (Green/Purple/Red)
Hits: 2
Attack: Squirt (also splits into four Blobs)

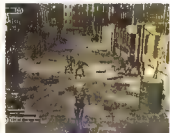
ENEMY ATTACKS

The only way to survive is to avoid taking damage. By learning how to dodge or deflect enemy advances, you'll live to see another level.



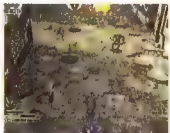
Shot

These blasts will absorb your bullets.



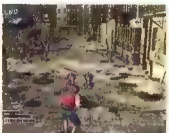
Bullet

You can cancel out these projectiles by shooting them.



Laser

Your bullet will hit—but not stop—these beams.



Swoop

The enemy flies towards you to inflict damage. Shoot him before he does.



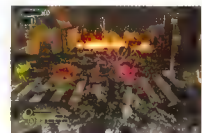
Plasma

This energy blast splits into two bullets when hit.



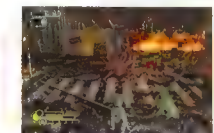
Fireball

This chunk of flame splits into two smaller fireballs when shot.



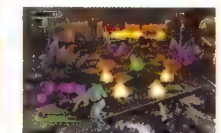
Gas

Inhale this substance and your character will temporarily shrink.



Squirt

A gob of goo comes flies toward you. Don't get any on you—you don't know where it's been.



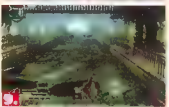
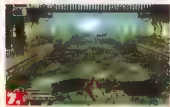
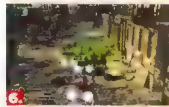
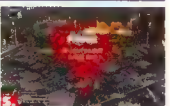
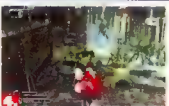
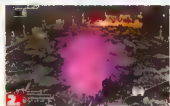
Burning Gas

Hot stuff like this should be avoided at all costs. Fortunately, it's pretty rare

POWER TO THE PEOPLE

Power-ups are hidden throughout the game's stages. Some are in shielding items, like barrels or rubble, which will offer you temporary protection from enemy fire. Others are tucked away in the background. Here's what they look like and what they do.

| | | | |
|----------------|-----------------------------|---------------|---|
| 1. Life Up 20 | A smidgen of health | 6. Rapid-Fire | Hold down the button and let 'er rip |
| 2. Life Up 50 | Half the heartiness | 7. Laser | Blast back with this penetrating beam |
| 3. Life Up 100 | Full recovery | 8. Multiply | Your invincible twin is here to help—and he can shoot diagonally! |
| 4. Time-Stop | All enemies freeze | 9. Invincible | Nobody can touch you |
| 5. Speed-Up | Move like greased lightning | 10. Weapon | Increase your stock of ammo |





SPECIAL DELIVERIES



If you hit enemies or obstacles with ten consecutive shots without missing, a spacecraft bearing gifts will cruise through the background from right to left. Shoot it down to snag a power-up. It's best to go for the

upgrade at the beginning of the level when it will do you the most good. An easy way to get ten consecutive hits is to open fire on a car, barrel or any object else that doesn't shoot back. If you carry over hits from the last level, they won't count. When you take damage, the unseen hit counter resets to zero. Keep a sharp eye on the behaviors of enemies once you shoot them. Some will take a hit, fall down and then get right back up again. Many times, bullets will pass over them when they're on the ground. Learn when to shoot and when to hold off to get the longest chains.

OFF TO BATTLE

When playing in Survivor mode, you'll be spending most of your time in the game's first three stages, so we'll focus on the types of enemies and power-up locations you'll find there. Here are some general tips:

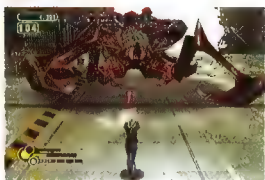
• **Saving ammo for the right time is important.** For this reason, use super weapons sparingly. Regular grenades only cost one unit of ammo and can be very helpful for getting out of a sticky situation or scoring fast, easy points.



• **Your character can dodge oncoming fire by using the L or R button.** Many attacks can be rolled under or jumped over. Each character has a different dodge, so be sure

to take this into consideration when you choose the person you're fighting with.

ADD 'EM UP



the base score value of a creature is multiplied by the number of consecutive hits you've racked up.

The simplest way to reach the high score in both Story and Survival mode is to defeat a boss with a really high consecutive hit score, like Boss #2. Hang toward the outside and take shots at his claw. Beat him with over 150 hits and you'll see your points skyrocket.

Another way to earn points is to earn a time bonus at the end of each level. Bonuses range from 100 to 10,000 points depending on how fast you finish. The cutoff point varies from level to level, based on the "par" length each level should take to finish. Easy points can be nabbed from levels that only present one wave of enemies. Just chuck a grenade at the beginning of one of the following levels for a quick 5,000 or 10,000 points:

| |
|------------------|
| Stage 1, Level 6 |
| Stage 2, Level 2 |
| Stage 2, Level 8 |
| Stage 3, Level 1 |
| Stage 3, Level 6 |
| Stage 3, Level 9 |

DUELING

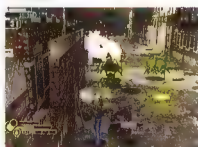


for his bullets. See how many consecutive hits you can rack up before missing him. This gambit only pays off if you're a sharp shooter. The time it takes to duel runs down the clock, depleting your time bonus.

Dueling is another nifty way to rack up consecutive hits and boost your score. Pick your challenger at the end of a level; a creature that shoots bullets is easiest, since you won't have to do much dodging. Instead of shooting and killing the last beast, aim

STAGE 1: Back Streets

Level 1



Enemy Type: Invader (Green)
Hidden Power-Ups: Barrel (bottom) x3, Car (upper right corner)

Level 2

Enemy Type: Alien (Purple)

Level 3

Enemy Types: Winged (Purple), Winged (Green)

Level 4

Enemy Type: Eye Creature (Blue)

Level 5

Enemy Types: Alien (Black), Ship (Yellow)

Level 6

Enemy Types: Invader (Green), Invader (Gray), Eye Creature (Blue)

Level 7

Enemy Types: Alien (Purple), Alien (Black), Winged (Purple), Winged (Green), Alien (Brown)

Level 8

Enemy Types: Eye Creature (Red), Invader (Purple), Winged (Red)

Level 9

Enemy Types: Winged (Purple), Winged (Green), Ship (Yellow)

Level 10

Enemy Types: Eye Creature (Red), Invader (Purple), Alien (Brown), Alien (Purple)

Boss #1

Support Enemy

Types: Alien (Purple), Alien (Brown)

Hidden Power-Ups:

Barrel (far right, bottom), Barrel (far left, bottom)

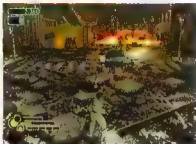
The first boss battle

takes place in a wide-open street. There are two power-up barrels, one on the far left and the other on the far right of the street. The big guy cycles through a series of attacks that, with practice, can be avoided. The second phase of his attacks are similar to the first, just a little harder.

- 1) Bullet Streams**—You can either dodge the shots, or try to shoot your way through.
- 2) Smash Attack**—The boss moves down to the bottom of the screen. If you go all the way to the right or left, he can't get to you.
- 3) Spine Missile Launch**—When the boss squats down and starts shaking, get out of the way—he's going to launch a ton of his spines at you.
- 4) Flamethrower**—It's impossible to dodge this fire, so stay as far away as you can. Don't get trapped in a corner or he'll really heat things up for you.
- 5) Sharp Beam**—This arrow-shaped beam can be dodged with the right timing; just don't roll into a stray bullet in the process.



STAGE 2: Town



Hidden Power-Ups: During Stage 2, the Alien (Town) creatures will send cars flying toward you. Destroy them with a grenade or fire to get the power-ups inside.

Level 1

Enemy Types: Male Zombie, Female Zombie



Hidden Power-Ups: Barrel (bottom) x2, Car (upper right corner)

Level 2

Enemy Types: Flytrap, Seed

Level 3

Enemy Types: Flytrap (Gray), Flower

Level 4

Enemy Types: Male Zombie, Female Zombie, Alien (Town)

Level 5

Enemy Types: Ship, Flower (Green), Ship (Blue)

Level 6

Enemy Types: Flower (Blue), Flytrap (Red), Alien (Town)

Level 7

Enemy Types: Flower (Green), Flower (Blue), Male Zombie (Blue), Female Zombie (Blue)



Hidden Power-Ups: Car (bottom left), Car (bottom right)

Level 8

Enemy Types: Flytrap (Green), Flytrap (Red), Flytrap (Gray)

Level 9

Enemy Type: Flytrap (Red)



Mini-Boss: Super Flower

This oversized spinning flower sprays an arc of seven shots with every deadly bloom. Concentrated fire will take it down. Here's the bad news: You'll have to fight two at once with Red Flytraps underfoot.

Level 10

Enemy Types: Flytrap (Red), Flytrap (Gray), Flower (Red), Flower (Green), Flower (Blue), Male Zombie (Blue), Male Zombie (Blue)

STAGE 3: Underground

Level 1

Enemy Type: Blob (Green)



Hidden Power-Ups: Rubble (bottom) x2

Level 2

Enemy Types: Female Sewer Zombie (Red), Male Sewer Zombie (Blue), Alien (Black)

Level 3

Enemy Types: Blob (Red), Alien (Black), Female Sewer Zombie (Green), Male Sewer Zombie (Blue)

Level 4

Enemy Types: Alien (Brown), Blob (Purple)

Level 5

Enemy Types: Blob (Red), King Blob (Green), Winged (Sewer)



Hidden Power-Ups: Rubble (bottom) x2

Level 6

Enemy Type: Ship (Stealth)

Level 7

Enemy Types: Winged One (Sewer), Blob (Red), Blob (Purple), King Blob (Purple), King Blob (Orange)

Level 8

Enemy Types: Male Sewer Zombie (Red), Male Sewer Zombie (Blue), Female Sewer Zombie (Green), Male Sewer Zombie (Green), Ship (Stealth)

Level 9

Enemy Types: King Blob (Orange), King Blob (Purple), King Blob (Green)

Level 10

Enemy Types: King Blob (Orange), Ship (Stealth)



Miniboss: Doppelganger

This enemy looks just like you and is almost as strong. Your twin has the benefit of partial invisibility. Luckily, its only attack is Squirt, so dodge its attacks and fill your mirror image full of lead between rolls.

Boss #2

Support Enemy

Types: Flytrap (Green), Flytrap (Gray)

The second boss follows patterns just like the first. Watch for and learn the visual cues this giant plant gives before each attack and you'll formulate a strategy in no time. Unfortunately, there are no hidden power-ups here to help you out, so plan accordingly.

1) **Bullets**—Dodge or shoot your way through these projectiles.

2) **Electrical Shock**—One of the plant's tentacles sends three curving waves of electricity surging towards you. If you can't avoid the shock, try standing between the waves.

3) **Bullets & Red Gas**—This combo is a little trickier to dodge. Try to steer clear of or dodge the gas, then handle the bullets as usual.

The remaining attacks will only occur when the boss is in full bloom:

4) **Multiple Shot**—Dodge 'em.

5) **Seed Spit**—Try to destroy these before they evolve. Just don't get so distracted that you forget to dodge more deadly attacks.

6) **Laser Burst**—There's a lot going on with these blasts. Some are focused toward you and are easier to dodge. Others fill the screen with chaos; just try to find a safe spot to weather the storm.

7) **Super Blast**—This sharp, pink blast is deadly. Stand aside or take serious damage.



Boss #3

Support Enemy

Types: Blob (Green/Purple/Red), King Blob (Purple)

This slimy-looking customer looks like three walking eyeballs covered in green goop. If you can manage to keep your lunch down, you'll have no trouble learning his attacks.

1) **Bullets & Shot**—By now, bullet patterns ought to be a breeze for you. Avoid these projectiles like Neo would.

2) **Squirt**—Streams of toxic juice come flying your way. Stand in the right place and the streams will just miss you.

3) **Close Up**—This boss thinks he's slick; if you let him, he'll slide right up on you accompanied by a hail of bullets. When he's close enough, he'll whack you with his nasty tentacles. His path to you is a little wavy, so figure out which side he's favoring and head in the opposite direction.

4) **Laser**—This light dose of bullet-proof damage isn't hard to avoid. Just watch out for the tree Blobs that spawn underfoot.

5) **White Beam**—This continuous energy blade sweeps across half the screen. Try to dodge under or away if it gets too close for comfort.

After you reveal the mini-Cyclops at the core of this boss, you'll find that he still has some tricks up his sleeve:

6) **Bullets**—The patterns become tighter now and are followed by lasers. Stay on your toes.

7) **White Beam**—When the eye starts to power up, make like a tree and get out of there—a deadly beam is coming your way.

8) **Shot Streams**—Careful maneuvering can keep you safe in this sea of shots.



SELECT GAME PREVIEWS

Unlike the preview sections in most game magazines, the purpose of *Tips & Tricks*

Tricks' Select Game Previews is to show you a bunch of new games that are about to be released so YOU can influence the contents of future issues! See that postcard between pages 50 and 51? Rip it out, write down the names of the games you're most interested in and drop it in a mailbox. We'll total up your votes and use the results to determine which games will be featured in upcoming *Tips & Tricks* strategy guides!



THE GETAWAY: BLACK MONDAY

Publisher: Sony

In Stores: 4th Quarter 2004



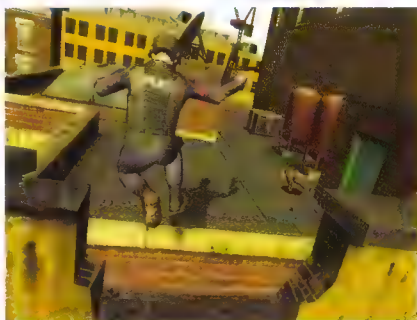
Travel back to the streets of London as *The Getaway: Black Monday* takes us deeper into the seedy underworld of gangsters and thugs. It's been two years since the cigar-chomping crime boss of London's East End, Charlie Jolson, tasted Mark Hammond's sweet revenge, but the streets are never safe. A bank heist goes wrong and a small-time thug named Eddie gets in way over his head. At the other end of the law is Mitch, a London cop out for revenge.



Players will see the same story from several perspectives, including that of a third character named Sam. The story will evolve depending on your choices as you play through. Ultimately, the three characters will meet in one big, final showdown. *The Getaway: Black Monday* will feature more open-ended gameplay compared to the previous title. London natives will notice new landmarks and city locations, as well as the ability to enter the London Underground subway system. Team Soho, the developer of *The Getaway* series,



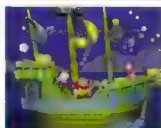
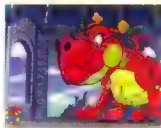
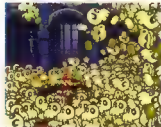
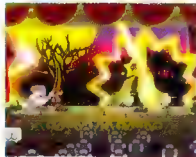
promises a more fluid control system whether you're on foot or driving around town. The story will unfold through branching narratives with plenty of flashbacks and premonitions of the future, similar in style to modern gangster films like Guy Ritchie's *Snatch* and Quentin Tarantino's movies. The game will also allow you to explore old locations from the first game, so you can walk down memory lane at your own leisure. With more vehicles, weapons and bonus game modes, *The Getaway: Black Monday* looks like another hit in the making.





PAPER MARIO 2

Publisher: Nintendo In Stores: 4th Quarter 2004



Not much is known at this time about *Paper Mario 2*, but this sequel will be similar to its Nintendo 64 predecessor in both style and gameplay. The characters are still two-dimensional, with that classic old-school feel and "card-board-cutout" look to them. Gameplay is still turn-based, with players choosing their character's actions via command-based menus above the character's head. Expect to see an all-star cast from the *Mario* universe in the game, as well as some of the characters featured in the first *Paper Mario* game. We also know that mini-games will be included to enhance gameplay, some of which may resemble *Mario* games of yore. With the power of the *Cube* behind it, *Paper Mario 2* definitely has us excited. Look for an update soon!



HEROES OF THE PACIFIC

Publisher: Encore In Stores: 4th Quarter 2004



If you ever wondered what was happening in the skies as you plowed through *Medal of Honor: Rising Sun*, then give *Heroes of the Pacific* a whirl. The game centers around the key battles of the Pacific Theater during World War II. Over 30 different missions will take you through the battles of Pearl Harbor, Midway, Iwo Jima, Coral Sea and the Guadalcanal. Players can control more than 25 planes, including both Allied forces and Imperial Japanese aircraft like the Zero.



The multiplayer modes will let you test your skills against other players, both in split-screen mode and online. The game's publisher promises the ability to show over 300 planes on screen at once, accurately reflecting the full-scale, epic battles of these historical naval conflicts.

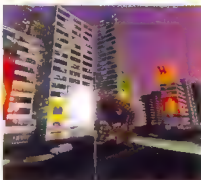
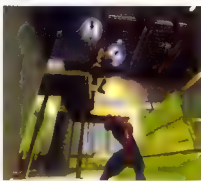


SPIDER-MAN 2

Publisher: Activision Available Now



Spider-Man 2 offers a massive, skyscraper-based navigational system. The map is gigantic, with literally hundreds of tiny buildings visible—many of which can now be entered. You can sling a web at a helicopter and hitch a ride, perform charge jumps and swing from two webs at once. The main story follows the movie, but speaking to the citizens around town can start ran-



dom missions, like saving a man falling off a building. You can also collect tokens to unlock various items in the game. Hero points are awarded for completing challenges and missions; use them to buy upgrades at Spider Stores. The game's villains haven't been revealed yet, but we expect Mysterio, Shocker and Black Cat to make significant appearances.

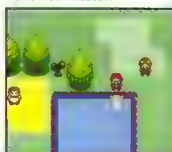


POKÉMON: FIRERED & LEAFGREEN

Publisher: Nintendo In Stores: September



Available in Japan since January, *Pokémon: FireRed* and *LeafGreen* are like amped-up versions of the original *Pokémon: Red* and *Blue*. Countless new features have been added, like the ability to choose a girl as the main character in addition to the boy. The games support the new GBA Wireless Adapter, so you don't have to mess with link cables anymore. *FireRed* and *LeafGreen* can also connect to *Pokémon: Ruby* and *Sapphire* plus *Pokémon Colosseum* for the GameCube. Some mini-games have also been included to take advantage of the new Wireless Adapter, allowing up to five people to play. There are similarities to the original *Pokémon* games, but *FireRed* and *LeafGreen* have plenty of new stuff to impress even the most veteran *Pokémon* master.





BATEN KAITOS

Publisher: Namco

In Stores: Possible in 2004

Baten Kaitos takes place in a world of floating islands in the sky. People dream of vast oceans, but they are a mere legend from a time past. Kalas and Xelha, however, believe that the sea is real and hidden away. You play as a spirit who guides and advises Kalas as he tries to uncover the mystery behind the conspiracy. *Baten Kaitos* is a card-based RPG in which you collect and combine Magnus cards to create special attacks and magic powers. Kalas must capture the essence of various



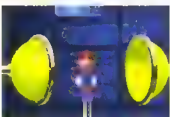
items and trap them within blank Magnus cards. The hitch, though, is that the essence will lose its potency over time, eventually making your card useless. *Baten Kaitos* is a bright and colorful game with vibrant special effects, and it delivers a deep and engaging story.



MARIO PINBALL

Publisher: Nintendo

In Stores: October



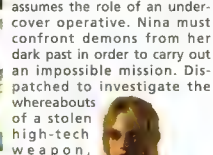
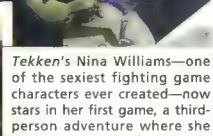
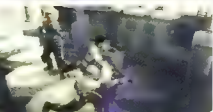
If Kirby, Pokémon and even *The House of the Dead* have pinball games, then why not Mario? In *Mario Pinball*, Mario has been rolled up into a ball and teleported to another dimension where he must collect stars and Star Keys while bouncing off familiar enemies from the Mushroom Kingdom. The game is unique in that all of the playfields are contained within a single screen, unlike most video-game pinball sims which scroll up and down to track the ball's movement. Developed by Fuse Games Ltd., a new company which was founded by former members of the team which produced the *Pro Pinball* series for PC and PlayStation.



DEATH BY DEGREES

Publisher: Namco

In Stores: October



she must infiltrate a shady organization and reveal a global conspiracy. Nina's classic *Tekken* moves like the "Evil Mist" are included in her massive attack arsenal; she can also fight with hand-to-hand weapons including katana blades and various firearms. The intuitive control system grants Nina the option of hundreds of possible attacks in all directions using both analog sticks.



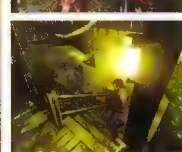
RESIDENT EVIL OUTBREAK: FILE #2

Publisher: Capcom

In Stores: 4th Quarter 2004



Following the huge success of its first online *Resident Evil* title, Capcom is releasing a sequel to the saga of eight average Raccoon City citizens in their desperate quest to escape the zombie-infested town. *Resident Evil Outbreak File #2* supports single-player offline and online scenarios of up to four players. Co-operating with your fellow team members is the best way to make it out of the city alive. As in the first game, random enemy placement ensures that players will be surprised at each and every turn. Like the original *Outbreak*, those who purchased the PS2 HDD hard drive will be rewarded with faster loading times and a better overall gameplay experience.





HEADHUNTER: REDEMPTION

Publisher: Sego

In Stores: August

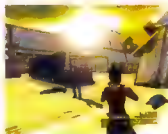
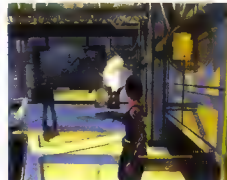
Also on
XBOX

Headhunter came in below the radar when it was released two

UPDATE!

years ago for the PS2, but anyone who played it would tell you that it's a title worthy of a sequel. *Headhunter: Redemption* brings back Jack Wade, 20 years older and battle-hardened. He is joined by a new partner, Leeza X, a rebellious street kid. Jack's world has undergone a drastic change as two distinct classes of society have emerged: the privileged who live "Above" and the undesirables who live "Below." Naturally, Jack and Leeza must tackle the shady underworld of crime! *Headhunter: Redemption* lets you play both characters, each with their own unique

weapons and abilities. Stealth plays a big factor in the game, but there's also plenty of gun-blazing action for the trigger-happy.

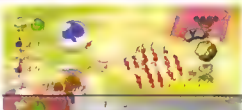


PIKMIN 2

UPDATE!

Publisher: Nintendo

In Stores: August



The adorable and diligent Pikmin are back to help Captain Olimar and his trusty assistant save their company from bankruptcy. Treasure lies at the heart of the Pikmin planet, and he's got to get some of that precious booty to pay off his company debt of 10,000 Pokos. Like the first game, you

grow Pikmin, delegate them to specific tasks, and manage them according to the skills innate to their natural coloring. New colors will emerge with new talents (note the purple Pikmin in these photos), but Nintendo has not released any specific information yet. There are randomly-generated dungeons to explore, more than 60 species of strange creatures to interact with and no time limit—Captain Olimar's oxygen supply is now limitless.



FROM THE CREATORS OF *MACROSS*, THE INSPIRATION FOR *ROBOTECH*®, NOW COMES

ORIGINAL VIDEO ANIMATION

メガゾーン23

MEGAZONE 23

REALITY IS IN THE EYE OF THE BEHOLDER.

Welcome to *Megazone 23*, where nothing is what it seems—this is a truth that street racer Shogo Yahagi has just confronted head-on. The world that he's lived in his entire life is a lie, the military is hot on his heels and his only chance for survival lies with a stolen robot motorcycle and an artificial intelligence that may or may not be telling him the truth. It's a deadly race against time as Shogo must find a way to break the iron curtain of secrecy that surrounds the Megazone, before its keepers silence him forever.



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THE SECRET IS REVEALED ON DVD
IN JUNE 2004.



X-MEN LEGENDS

Publisher: Activision **In Stores:** October

Also on PS2 **PICK!**

X-Men Legends is the first console role-playing game based on Marvel Comics superheroes. Four X-Men fight simultaneously, in real-time battles that force you to think on your feet. Each character's powers affect the environment as well as enemies, and as they gain experience, their powers will increase in effectiveness and visually upgrade. A two-player "dynamic joining" cooperative mode is available in which each person controls two X-Men; even if you begin a game with a single player, a friend can join later at any time. Gambit, Phoenix, Storm, Iceman and Nightcrawler are among the 15 playable characters who help Professor X to combat the mysterious renegade mutant organization known as the Brotherhood.

McFARLANE'S EVIL PROPHECY

Publisher: Konami **Available Now**

Based on the *Todd McFarlane's Monsters* line of action figures, *McFarlane's Evil Prophecy* is a beat-'em-up game set in the early 19th century. Players control four different characters: Hans, the Master of Lightning; Logan, the Master of Fire; Sundano, the Master of Magic and Delphine, the Master of Light. The monster hunters travel together and can be switched on the fly while playing in single-player mode, or you can play cooperatively with up to four players. The hunters will come across many familiar monsters like Dracula, the Werewolf, Frankenstein's Monster and others—all designed in the McFarlane style, of course. Your characters will level up as they gain more experience, giving them extra strength and added powers.

RISE OF THE KASAI

Publisher: Sony **In Stores:** 1st Quarter 2005

Rise of the Kasai is the sequel to Sony's sleeper hit, *The Mark of Kri*. The game begins with the large black bird, Kuzo, Rau's trusted spirit guide, being informed of Rau's death. Tati, Rau's younger sister, retraces the steps that lead to Rau's death in flashback stages where Rau and Tati team up to take on the Kasai. Like the first game, Kuzo will help Rau scope out unknown areas, while Tati has the ability to "spirit walk" by seeing through the eyes of the dead. A new two-player mode will allow players to team up online or play with a CPU-controlled character. Tati will eventually join forces with another new character as she tries to uncover the mystery surrounding her brother's death. When she does, she will be confronted by her family's dark secret.

KIRBY & THE AMAZING MIRROR

Publisher: Nintendo **In Stores:** Possible in 2004

As Kirby was walking lazily through the fields one day, a black Meta Knight suddenly appeared and sliced him with his sword! Instead of getting hurt, Kirby was split into four different colored Kirbys: green, yellow, red and pink. This new Kirby adventure was released as *Hoshi No Kirby: Kagami No Daimeikyuu* (Kirby: The Mirror's Great Mystery) in Japan back in April. Four people can take control of the Kirbys and work together by using the GBA Link Cable. In single-player mode, the pink Kirby has a cell phone and can call upon the others whenever he needs help, like when he has to move a big boulder or hit multiple switches. The game also has plenty of mini-games to break up the action, like "Speed Eaters" and "Crackity Hack."



SHIN MEGAMI TENSEI: NOCTURNE

Publisher: Atlus

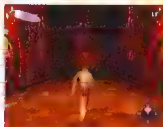
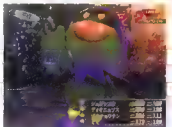
In Stores: October



Atlus' *Shin Megami Tensei* series has a massive following in Japan; it's right up there in popularity with RPGs like *Final Fantasy* and *Dragon Quest* (*Dragon Warrior*). The U.S. audience, however, has had little exposure to it except for a few spin-off titles like the *Persona* games for the PlayStation. The reason for this is that the *Shin Megami Tensei* story often deals with controversial occult themes that may not be acceptable to the mainstream. Fortunately, the latest title, *Shin Megami Tensei: Nocturne* is finally seeing a release out here. In the game, you control a high school student who has been transformed into a demon after the annihilation of the world by a supernatural force. Watch for a cameo appearance by Dante from Capcom's *Devil May Cry* series!



SHIN MEGAMI TENSEI
NOCTURNE



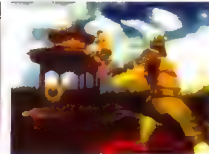
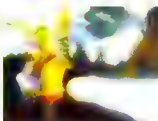
JADE EMPIRE

Publisher: Microsoft

In Stores: November



BioWare (the developer of *Star Wars: Knights of the Old Republic*) is hard at work on this new RPG set in a world based on mythical China. In *Jade Empire*, players train to become a master of martial arts by traveling across the world and battling powerful humans and supernatural foes. Players can customize their own fighting styles and choose to fight with martial arts, magic, weapons or a combination of all three. Fight scenes are composed of melee combat, where fast-paced martial arts and multiple style changes are used to zero in on opponents' weaknesses. As in *Knights of the Old Republic*, situations will arise in which the player must choose between good and evil actions; such decisions will impact how you progress through the game.



INUYASHA: THE SECRET OF THE CURSED MASK

Publisher: Bandai

In Stores: September

Rumiko Takahashi has created many long-running manga and anime series, including *Ranma 1/2*, *Maison Ikkoku* and *InuYasha*. Her unique characters, exciting stories and sharp wit have made her into one of the most popular manga artists in the world today. *InuYasha* is a doglike half-demon who finds his destiny linked to a young Japanese schoolgirl named Kagome. When she is pulled back to ancient Japanese times, he recognizes her as the reincarnation of the woman who killed him. Although very little information about this new role-playing game has been revealed, we do know that it will include over 20 minutes of exclusive new anime footage and several original characters created by Rumiko Takahashi.



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in a panoramic
paradise! It's 6 Ball,
7 Ball, 8 Ball, bunch...
a whole bunch
more in Pool Paradise.

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STREET FIGHTER ANNIVERSARY COLLECTION

Publisher: Capcom

In Stores: 3rd Quarter 2004



This double-game package includes *Hyper Street Fighter II* (basically a sequel to 1994's *Super Street Fighter II Turbo*) and *Street Fighter III: 3rd Strike*, which until now had only been released on Sega Dreamcast in limited quantities. *Hyper Street Fighter II* allows players to choose character variations from *Street Fighter II*,



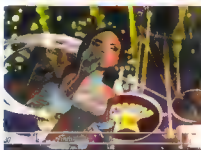
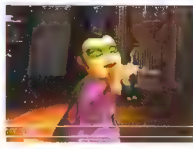
Street Fighter II: Champion Edition, *Street Fighter II Hyper Fighting*, *Super Street Fighter II: The New Challengers* and *Super Street Fighter II Turbo*, allowing them to face each other in dream matches for the ages. Although there is no online play, this collection is sure to satisfy the appetites of hungry *Street Fighter* fans across the globe.



KARAOKE REVOLUTION VOLUME 2

Publisher: Konami

In Stores: July



The next step in the karaoke revolution features 35 new songs ranging from R&B and rock to dance and pop. Two new modes have been added: Medley and Quick Play. In Medley, you sing short segments from three to five different songs; Quick Play is for parties where guests just want to belt out one favorite tune right away. There are also seven new characters, three new venues and over 30 new outfits. From single player to multi-player action (up to eight can join!), *Karaoke Revolution*

Volume 2 is a great party game anyone can pick up and play, full of favorites from "Sweet Home Alabama" to remixed classics like "It's My Life" as sung by No Doubt. Plug in that PS2 headset to the USB port and start the music!



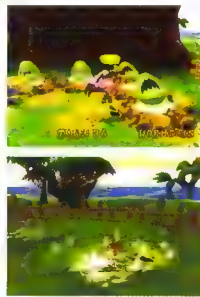
CRASH TWINSANITY

Publisher: Vivendi Universal

In Stores: 3rd Quarter 2004



Hell has frozen over! To the shock of gamers everywhere, Crash Bandicoot and Dr. Neo Cortex have reluctantly buried the hatchet and decided to save the world together! But it's not entirely a rosy relationship as Crash uses and abuses Cortex by making him into a weapon and even riding him as a vehicle. Players will also be introduced to another playable character: Cortex's niece Nina, who looks like Cortex in drag! *Crash Twinsanity* will have all the familiar platform action of the long-running series, plus some new adventure elements for a deeper experience. Veteran developer Traveller's Tales has enlisted the help of *Ren & Stimpy* writer/director Jordan Reichek to spice up the humor and storyline to deliver the wackiest Crash game yet.



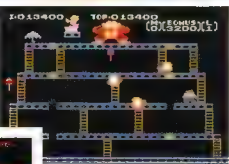
CLASSIC NES SERIES

Publisher: Nintendo

In Stores: Now



Nintendo's Classic NES Series lets Game Boy Advance owners revisit the games that made the original Nintendo Entertainment System the



greatest video-game console of its time. Eight different games are available for purchase: *Donkey Kong*, *Super Mario Bros.*, *The Legend of Zelda*, *Excitebike*, *Ice Climber*, *Bomberman*, *Pac-Man* and *Xenious*. Now you can see all the side-scrolling action, epic adventures and vertical shooting action, just as it was in the '80s...on your GBA! Each game costs just \$19.99, so collectors will be striving to get the full set. A second series has just been announced in Japan, so it looks like Nintendo is going to keep 'em coming. Also available is a limited-edition GBA SP that's designed to look like the original NES. Very cool!



Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

PLAYSTATION 2 JULY

Catwoman (EA)
Combat Elite: WWII Paratroopers (Acclaim)
Crimson Tears (Capcom)
Karaoke Revolution Vol. 2 (Konami)
Splinter Cell: Pandora Tomorrow (Ubisoft Soft)
The Warriors (Rockstar)
Way of the Samurai 2 (Capcom)

AUGUST

Astro Boy (Sega)
Daredevil: The Man Without Fear (Encore)
Digimon Rumble Arena 2 (Bandai)
ESPN NFL 2005 (Sega)
Funkmaster Flex's Digital Hit Factory (Jack of All Games)
Ghost Hunter (Namco)
Headhunter: Redemption (Sega)
Ice Nine (BAM!)
Madden NFL 2005 (EA Sports)
Rocky: Legends (Ubisoft)
Shaman King (Konami)
Star Ocean: Till the End of Time (Square Enix)
Street Racing Syndicate (Namco)
Ten Pin Alley 2 (Jack of All Games)
Terminator 3: The Redemption (Atari)
Yu-Yu Hakusho: Dark Tournament (Atari)

SEPTEMBER

Asterix & Obelix (Atari)
Black 9 (Majesco)
Burnout 3 (EA)
Crash: Twinsanity (Vivendi Universal)
Dance Dance Revolution Extreme (Konami)
Def Jam: Fight for NY (EA Sports Big)
Dukes of Hazard (Ubisoft)
Dynasty Warriors 4: Empires (Koei)
Test Drive: Eve of Destruction (Atari)
Forgotten Realms: Demon Stone (Atari)
Gangster (Ubisoft)
Ghost Master (Empire)
Gundam Battle Assault 3 (Bandai)
Gradius V (Konami)
Hot Shots Golf Fore! (Konami)
Inuyasha: The Secret of the Cursed Mask (Bandai)
Juiced (Acclaim)
The King of Fighters: Maximum Impact (SNK)
Mercenaries (LucasArts)
Monster Hunter (Capcom)
The Red Star (Acclaim)
50 Gundam Force (Bandai)
Shark Tale (Activision)
Shin Megami Tensei: Nocturne (Atlus)
Silent Hill 4: The Room (Konami)
Sly 2: Band of Thieves (Sony)
Spy Fiction (Sammy)
Starcraft: Ghost (Vivendi Universal)
Star Wars: Battlefront (LucasArts)
Time Crisis: Crisis Zone (Namco)
Top Gun 2 (Titus)

OCTOBER

100 Bullets (Acclaim)
AMF Bowling 2004 (Bethesda)
Area 51 (Midway)
The Bard's Tale (Vivendi Universal)
Battlefield: Modern Combat (EA)
BloodRayne 2 (Majesco)
Call of Duty: Finest Hour (Activision)
Cold Winter (Vivendi Universal)
Cowboy Bebop (Bandai)
Death By Degrees: Nina Williams (Namco)
Fight Club (Vivendi Universal)
Grand Theft Auto: San Andreas (Rockstar)
HWA Drug Racing 2004 (Bethesda)
Jack 3 (Sony)
Larsen's Lure: Magnum Gun Laude (Vivendi Universal)
Midway Arcade Treasures 2 (Midway)
Mortal Kombat: Deception (Midway)
The Mummy (Xicat)
NBA Live 2005 (EA Sports)
The Nightmarer Before Christmas (Capcom)
Red Ninja: End of Honor (Vivendi Universal)
X-Men: Legends (Activision)

NOVEMBER

ATV Offroad Fury 3 (Sony)
Darkwatch: Call of the West (Sammy)
Dead to Rights 2: Hell to Pay (Namco)

Ghost Recon 2 (Ubisoft Soft)
Godzilla: Save the Earth (Atari)
GoldenEye: Rogue Agent (EA)
Gran Turismo 4 (Sony)
Guilty Gear Isuka (Sammy)
Killzone (Sony)
The King of Fighters 2002 & 2003 (SNK)
Lenory Snider's Series of Unfortunate Events (Activision)
Lobo (Kemco)
The Lord of the Rings: The Third Age (EA)
Metal Gear Solid 3: Snake Eater (Konami)
Monster Jam 3 (Ubisoft Soft)
Need for Speed: Underground 2 (EA)
Neo Contra (Konami)
Prince of Persia 2 (Ubisoft Soft)
Ratchet & Clank: Up Your Arsenal (Sony)
Spyro: A Hero's Tale (Vivendi Universal)
Suikoden IV (Konami)
The Warriors (Rockstar)

DECEMBER

The Fast and the Furious (Vivendi Universal)
Kingdom Hearts II (Square Enix)
POSSIBLE IN 2004
Ace Combat 5 (Namco)
Altered Beast (Sega)
Armored Core: Nexus (Ageatec)
Blood Will Tell (Sega)
Devil May Cry 3 (Capcom)
Dragon Ball Z: Budokai 3 (Atari)
Final Fantasy XII: Chains of Promathia (Square Enix)
Final Fantasy XIII (Square Enix)
Full Metal Alchemist and the Broken Angel (Square Enix)
The Getaway 2 (Sony)
Koon (Ageatec)
Macross (Bandai)
Mega Man X: Command Mission (Capcom)
Nababreaker (Konami)
NARC (Midway)
The Plague of Darkness (Namco)
The Punisher (THQ)
Resident Evil Outbreak: File #2 (Capcom)
Shadow Hearts: Covenant (Midway)
Shadow of Rome (Capcom)
The Shield (Sammy)
Street Fighter Anniversary Collection (Capcom)
Tony Hawk's Underground 2 (Activision)
Under the Skin (Capcom)
The URBZ (EA)
Viewtiful Joe (Capcom)
Viewtiful Joe 2 (Capcom)
Virtua Quest (Sega)
Wild Arms Alter Code F: Ageatec)
Worms: Forts Under Siege (Sega)
WWX: Rumble Rose (Konami)
Xenosaga: Episode II (Namco)

GAMECUBE JULY

Catwoman (EA)
NCAA Football 2005 (EA Sports)
Puyo Pop Fever (Sega)
Splinter Cell: Pandora Tomorrow (Ubisoft Soft)
Tales of Symphonia (Namco)
World Championship Pool 2004 (Alecio)

AUGUST

Def Jam: Fight for NY (EA Sports Big)
Digimon Rumble Arena 2 (Bandai)
Madden NFL 2005 (EA Sports)
Pikmin 2 (Nintendo)
Street Racing Syndicate (Namco)
Terminator 3: The Redemption (Atari)
WWE: Day of Reckoning (THQ)
POSSIBLE IN 2004
Burnout 3 (EA)
Digimon World 4 (Bandai)
Donkey Konga (Nintendo)
Geist (Nintendo)
Killer 7 (Capcom)
Shark Tale (Activision)
Starcraft: Ghost (Vivendi Universal)
Zoids: Battle Legends (Atari)
Armada 2: Star Command (Metro 3D)
Call of Duty: Finest Hour (Activision)
NBA Live 2005 (EA Sports)

Paper Mario 2 (Nintendo)
X-Men: Legends (Activision)

NOVEMBER

GoldenEye: Rogue Agent (EA)
Lenory Snider's Series of Unfortunate Events (Activision)
The Lord of the Rings: The Third Age (EA)
Metroid Prime 2: Echoes (Nintendo)
Need for Speed: Underground 2 (EA)
Resident Evil 4 (Capcom)
Spyro: A Hero's Tale (Vivendi Universal)
Star Fox 2 (Nintendo)
POSSIBLE IN 2004
Fire Emblem (Nintendo)
Mario Tennis (Nintendo)
POSSIBLE IN 2004
Advance Wars: Under Fire (Nintendo)
Amazing Island (Sega)
Baten Kaitos (Namco)
Mario Party 6 (Nintendo)
Mario Tennis (Nintendo)
Mega Man X: Command Mission (Capcom)
Super Monkey Ball 3 (Sega)
Tony Hawk's Underground 2 (Activision)
The URBZ (EA)
Viewtiful Joe 2 (Capcom)
Virtua Quest (Sega)

XBOX JULY

Catwoman (EA)
Combat Elite: WWII Paratroopers (Acclaim)
NCAA Football 2005 (EA Sports)
POSSIBLE IN 2004
Daredevil: The Man Without Fear (Encore)
Digimon Rumble Arena 2 (Bandai)
ESPN NFL 2005 (Sega)
Funkmaster Flex's Digital Hit Factory (Jack of All Games)
Hardcore 4 X 4 (Ubisoft)
Headhunter: Redemption (Sega)
Madden NFL 2005 (EA Sports)
Street Racing Syndicate (Namco)
Terminator 3: The Redemption (Atari)
Tom Clancy's Rainbow Six 3: Black Arrow (Ubisoft Soft)
The Unseen (Microsoft)

SEPTEMBER

Advent Rising (Majesco)
Burnout 3 (EA)
Crash: Twinsanity (Vivendi Universal)
Dead or Alive Ultimate (Tecmo)
Def Jam: Fight for NY (EA Sports Big)
Digimon World 4 (Bandai)
Dukes of Hazard (Ubisoft Soft)
Fable (Microsoft)
Far Cry: Instincts (Ubisoft Soft)
Gangster (Ubisoft Soft)
Ghost Master (Empire)
Guilty Gear X 2 (Majesco)
Halo 2 (Microsoft)
Halo 3 (Activision)
Kameo: Elements of Power (Microsoft)
Maxis At (Metro 3D)
Mercenaries (LucasArts)
Operation Flashpoint: Codemasters)
The Red Star (Acclaim)
Rocky: Legends (Ubisoft Soft)
Shark Tale (Activision)
Silent Hill 4: The Room (Konami)
Star Wars: Battlefront (LucasArts)
SWC Chaos: SNK vs. Capcom (SNK)
True Fantasy Live Online (Microsoft)

OCTOBER

100 Bullets (Acclaim)
Area 51 (Microsoft)
The Bard's Tale (Vivendi Universal)
Black 9 (Majesco)
BloodRayne 2 (Majesco)
Call of Duty: Finest Hour (Activision)
Doom II (Activision)
Fight Club (Vivendi Universal)
The King of Fighters 2002 & 2003 (SNK)
Larsen's Lure: Magnum Gun Laude (Vivendi Universal)
Men of Valor: Vietnam (Vivendi Universal)
Midway Arcade Treasures 2 (Midway)
Mortal Kombat: Deception (Midway)
The Mummy (Xicat)

NBA Live 2005 (EA Sports)
Red Ninja: End of Honor (Vivendi Universal)
Shayde: Monsters vs. Humans (Metro 3D)
Starcraft: Ghost (Vivendi Universal)
Tron 2.0 (Buena Vista)
Ultra Bust-A-Move (Majesco)
X-Men: Legends (Activision)

NOVEMBER

Dead to Rights 2: Hell to Pay (Namco)
The Forgotten Realms: Demon Stone (Atari)
Ghost Recon 2 (Ubisoft Soft)
Godzilla: Save the Earth (Atari)
GoldenEye: Rogue Agent (EA)
Iron Phoenix (Sammy)
Jade Empire (Microsoft)
Lenory Snider's Series of Unfortunate Events (Activision)
Lobo (Kemco)
The Lord of the Rings: The Third Age (EA)
MechAssault 2 (Microsoft)
Monster Jam 3 (Ubisoft Soft)
Need for Speed: Underground 2 (EA)
Prince of Persia 2 (Ubisoft Soft)
Spyro: A Hero's Tale (Vivendi Universal)
Star Wars: Republic Commando (LucasArts)

DECEMBER

Darkwatch: Call of the West (Sammy)
The Fast and the Furious (Vivendi Universal)
POSSIBLE IN 2004
Blinx 2: Master of Time and Space (Microsoft)
Conker Live & Uncut (Microsoft)
Heroes of the Pacific (Encore)
NARC (Midway)
The Plague of Darkness (Namco)
The Punisher (THQ)
Samurai Warriors (Koei)
Tony Hawk's Underground 2 (Activision)
Unreal Championship 2: The Lancet Conflict (Microsoft)
The URBZ (EA)
Worms: Forts Under Siege (Sega)

GAME BOY ADVANCE JULY

Catwoman (EA)
Hamtaro: Ham-Ham Games (Nintendo)
Kim Possible 2 (Disney)
AUGUST
Acclaim Boy: Omega Factor (Sega)
Def Jam: Fight for NY (EA Sports Big)
Digimon Racing (Bandai)
Madden NFL 2005 (EA Sports)
Metal Slug Advance (SNK)
Shaman King: Master Spirits (Konami)

SEPTEMBER

Barbie Princess & Pauper (Knowledge Adventure)
Boktai 2 (Konami)
Disney's Aladdin (Capcom)
Disney's Magical Quest 3 (Capcom)
Dragon Ball Z: Buu's Fury (Atari)
F-Zero 2 (Nintendo)
Hardcore Puyo (Telegames)
Gundam Seed: Battle Assault (Bandai)
Mega Man Anniversary Collection (Capcom)
Oggy and the Cockroaches (Telegames)
Pokémon: FireRed (Nintendo)
Pokémon: LeafGreen (Nintendo)
Shark Tale (Activision)
Zoids: Legacy (Atari)

OCTOBER

Backyard Baseball (Atari)
Beyblade Revolution (Atari)
Duel Masters: Kallido Showdown (Atari)
Kirby & the Amazing Mirror (Nintendo)
Mario Pinball (Nintendo)
Mario Zero 3 (Capcom)
SD Gundam Force (Bandai)

NOVEMBER

Kingdom Hearts: Chain of Memories (Square Enix)
Lenory Snider's Series of Unfortunate Events (Activision)
The Lord of the Rings: The Third Age (EA)
Need for Speed: Underground 2 (EA)
POSSIBLE IN 2004
Banjo Pilot (THQ)
Donkey Kong Country 2 (Nintendo)
Mario Party (Nintendo)
Mario Tennis (Nintendo)

Select Game Previews



PlayStation 2

PlayStation 2 tips

AGGRESSIVE INLINE

Secret Cheats

Select "Cheats" from the Options menu and enter any of the following codes. You'll be automatically returned to the Options menu after entering a code correctly.

***** B A B A—Unlock all levels
***** —Unlock all characters

***** A I—Juice regeneration
***** —Super spins

***** A B A B S—Low gravity wall ride

SKELETON—Obtain all keys

BIGUPPASEL—Perfect grinds

JUSTIN BAILEY—Perfect handflips

QJEZDONS.EEP—Perfect manuals

ALIENS VERSUS PREDATOR: EXTINCTION

Cheat Menu

At any time during gameplay, press **START** to pause, then press **R1, L1, R1, L1, R1, L1, R1, L1, R1, L1, R1, L1**. Select "Options," then "Cheats" to access the Cheats menu.

ATV OFFROAD FURY 2

Secret Codes

Select "Profile Editor" from the main menu, then select "Unlock Items" and choose the "Cheats" option. Enter any of the following codes at the next screen that appears. A special message will appear to confirm each code.

I G I V E U—Unlock almost everything

F L Y P A P E R—Wrecked disabled

G A B R I E L—Unlock San Jacinto Isles

E A T O R I T—Aggressive AI enabled

ATV: QUAD POWER RACING 2

Secret Cheats

At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any order and enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each cheat.

B U B B A—Unlock all levels

R O A D K I L L—Unlock 11 tracks

G E N E R A L I E—Unlock all vehicles

D O U B L E B A R R E L—Unlock all challenges

R E D R O O S T E R—Unlock all championships

G I N G H A M—Max stats

F I D D L E R S E L O W—Max six levels

B A C K W A L D W R E S T L I N G

Unlock All Characters and Moves

At the main menu, hold **L1** and press **△, ○, ×, □**. You'll hear a confirmation sound when the code is entered correctly.

Cheat Codes

At the main menu, hold **L1** and press **△, ○, ×, □**. You'll hear a sound to confirm correct entry.

A "Cheats" option will now be available at the Options menu. Go to the "Create a Wrestler" option and enter any of the following names as your character's name to activate the desired cheat.

r a y l o r—Big heads

k e n d a l l—Big Hands

t o p e r—Big Feet

j g i n t u—Halo

k i s m o n o—Greyscale Mode

e w i l l a m s—Wireframe Mode

e d m o—First Person Camera

j c h e—Player One Involuable

c h a r l o w—Player Two Involuable

d a n i e l s—Player One Unlimited Supers

j m a x w e l l—Player Two Unlimited Supers

a l t o n—Hardcore Difficulty

BALDUR'S GATE: DARK ALLIANCE II

Item Duplication Trick

You'll need two controllers for this trick. Pause the game and select the "Change Players" menu, then select a new character (preferably Dorn, since he can carry more).

Drop whichever items you want to duplicate and have the second player pick them up.

Next, save your game and transfer the items back to your primary character. Enter the "Change Players" menu again and import the

second character from the fresh save that character will have the items that you just dropped as well, so you can sell off any duplicate, have them both equip the same item and break items down at the shop and recover gems.

With this trick, you can easily build up your inventory of gems and items by duplicating them and gain massive amounts of gold by selling the duplicate items.

Invincibility/Level Warp

At any time during gameplay, hold **L1 + R1 + △ + ○ + × + □** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to, for example, you can go to Zard's study even when you're not playing as Ysaran.

Level-Up Cheat

At any time during gameplay, hold **L1 + R1 + △ + ○ + × + □** and press the **L2** button. This cheat automatically levels your character up to level 10, gives you 45 fast points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

BATTLESTAR GALACTICA

Cheat Code

Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu.

Use it to toggle invincibility, max out your missiles or set up wingman options.

Ultimate Wingmen

Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

BLOWOUT

Cheat Codes

At any time during gameplay, press **START** to pause the game, then enter the "Cheats" menu and enter any of the following codes.

N O P A I N O C A N C E—Invincibility

C A N E R E D D Y T O R O C K—Restore health

F R I E N D L I E S T G O D I N G A L A X Y—Weapon level up

C H A R L I E H U S T L E O V E R D R E S S E D R O M E O—All weapons

F I S H I N A B A R E L—Unlimited ammo

C O O L I E S—CHEATCODE—Open all levels

A N Y A N D A L L C O D E—Unlock doors

C H A R L I E A L I A N O V E R B E R C H O—Time factor enabled

C H A R L I E O S C A R L I M A D E L T A—Frazee enemies

Y E S T E R D A Y O U R Z E R B R A D I E—Clear map

B U T T C H E A T S U R P R I S E—Big head mode

D E A D R E A P T A Y S H O E S—Big feet mode

C H A R L I E A L I A N O V E R B E R C H O—Time factor enabled

C H A R L I E O S C A R L I M A D E L T A—Frazee enemies

Y E S T E R D A Y O U R Z E R B R A D I E—Clear map

B U T T C H E A T S U R P R I S E—Big head mode

D E A D R E A P T A Y S H O E S—Big feet mode

C H A R L I E A L I A N O V E R B E R C H O—Time factor enabled

C H A R L I E O S C A R L I M A D E L T A—Frazee enemies

Y E S T E R D A Y O U R Z E R B R A D I E—Clear map

B U T T C H E A T S U R P R I S E—Big head mode

D E A D R E A P T A Y S H O E S—Big feet mode

C H A R L I E A L I A N O V E R B E R C H O—Time factor enabled

C H A R L I E O S C A R L I M A D E L T A—Frazee enemies

Y E S T E R D A Y O U R Z E R B R A D I E—Clear map

B U T T C H E A T S U R P R I S E—Big head mode

D E A D R E A P T A Y S H O E S—Big feet mode

C H A R L I E A L I A N O V E R B E R C H O—Time factor enabled

C H A R L I E O S C A R L I M A D E L T A—Frazee enemies

Y E S T E R D A Y O U R Z E R B R A D I E—Clear map

B U T T C H E A T S U R P R I S E—Big head mode

D E A D R E A P T A Y S H O E S—Big feet mode

C H A R L I E A L I A N O V E R B E R C H O—Time factor enabled

C H A R L I E O S C A R L I M A D E L T A—Frazee enemies

Y E S T E R D A Y O U R Z E R B R A D I E—Clear map

B U T T C H E A T S U R P R I S E—Big head mode

D E A D R E A P T A Y S H O E S—Big feet mode

C H A R L I E A L I A N O V E R B E R C H O—Time factor enabled

C H A R L I E O S C A R L I M A D E L T A—Frazee enemies

Y E S T E R D A Y O U R Z E R B R A D I E—Clear map

B U T T C H E A T S U R P R I S E—Big head mode

D E A D R E A P T A Y S H O E S—Big feet mode

Get all four bonus level keys in current Level—, L2, Down, L1, L1, Up, , Down, Up, Down

Unlock all levels—Down, L2, Up, L1, , Down, Down, Down, Up, Down

Unblock "Seussan Secret Level" at the Start Menu—Square, L2, Up, , L1, , Down, Up, Down

Unblock bonus level selection option at the Start Menu—Up, L2, Up, L1, , Down, , Up, Up

Unlock all Gallery items—, Down, L2, Down, L1, , Up, , Down

Enable level warp—Down, L2, L2, L2, Down, Up, Up, Up, Down (with this code in place, you can hold L1 and press L2 to warp to the starting point of the next area in the current stage, or hold R1 and press L2 to warp to different locations with the same area)

Complete game by finishing the current level—, L2, L2, Up, L1, Up, Up, Down, Up, Down

Display programmer's debug data—Down, L2, , Down, L1, Up, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

Display programmer's debug data—Down, L2, L2, , L1, Up, Down, Up, Down, Down

Load all levels in succession—, L2, Down, Up, L1, , , , Down

everything in the game (Note: As you approach 100%, it takes longer to get the last few capsules because you'll keep getting duplicates of capsules you already own.)

ENTER THE MATRIX

Cheat Codes

Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A/B" prompt, enter "CHEATXEXE" and hit the "Return" button, a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 003A4FFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly.

0 0 3 A 4 F F F—All weapons unlocked

1 0 E 2 5 5 E—Infinite ammo

6 9 5 D 9 E 4—Infinite fuel

7 4 D F 4 5 1—Infinite health

1 3 D 2 C 7 F F—Unlock Bonus Test Level

F F F F F F F—Invincibility (enemies can't see you)

D 5 C 5 5 D 1 E—Multiplayer Fighting

























7 8 6 7 F 4 3—Faster Logos/Fighting Speed

[illegible]

SWAT: GLOBAL STRIKE TEAM

Cheat Code
Select "Campaign" from the main menu, select a profile, then choose "Select Mission." Now press Up, L1, Down, R1, Left, L1, Right, R1, Up to unlock all Single-Player Campaign and Co-op Campaign missions.

TAK AND THE POWER OF JUJU

Cheat Codes
At any time during gameplay, pause the game and enter the following codes
Earn All Juju Powers—Up, Right, Left, Down,    
Max. Nubu Plants—   
Down, Down
Max. Moonstones—   
Right
Max. Yorbels—Up,  Left,  Right,  Down, Up
Max. Feathers—   
Unlock all bonus features—Left, Right,    
 Left, Right

TEENAGE MUTANT NINJA TURTLES

Choose "Options" from the main menu, then choose "Plasmid" and enter any of the following codes:

- DR L D S—Stronger Donator
- DR L S M—Stronger Splinter
- DR L S M—Stronger Michelangelo
- R M L S D—Stronger Leonardo
- S S M R D—Donatello takes less damage
- R M L S D—Raphael takes less damage
- R M L S M—Michelangelo takes less damage
- D R L S M—Leonardo takes less damage
- M L S D M—Donatello's alternate costume
- D M L M L—Raphael's alternate costume
- M L S D M—Michelangelo's alternate costume
- D M S R S—Leonardo's alternate costume
- D M D R S—Donatello's power-up effects increase
- M L S M S—Raphael's power-up effects increase
- M S L S R—Michelangelo's power-up effects increase
- I G L S R—Leonardo's power-up effects increase
- D R D S S—Michelangelo gains unlimited extra shuriken and recovery items are increased
- M R D R M—Leonardo gains unlimited shuriken
- S S M S S—Unlink Splinter in Story mode
- L S R M L—Unlink Playmate TV Database

TENCHI: WRATH OF HEAVEN

At any time during the game, press **START** to pause, then press **Up**, **Down**, **Right**, **Left**, , ,

Unlock All Items
At the Items screen, hold L1 + R1 and press
Up, , Left, , Down, , Right, .
Increase Item Quantities
At the Items screen, hold L2 + R2 and press
Up, Left, Down, Right.
Unlock All Missions
At the Mission Select screen, press L1, R1, L2,
R2, Right, L3, R3.
Unlock All Layouts
At the Mission Select screen, press R3, L3, R2,
L2, R1, L1.

Unlock All Characters
At the main menu, press L1, R2, L2, R1, Right, Left, L3, R3

Unlock Bonus Stage
At the main menu, press L1, Up, R1, Down, L2, Right, R2, Left.

Unlock Demo Stage
At the "Press Start" screen, press Up, Down, Right, Left, x, x, x, x. (This stage previously appeared in a demo disc that was made available to the public prior to the game's official release)

TERMINATOR 3: RISE OF THE MACHINES

Cheat Codes
 Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

- ◀△×××○—Invincibility
 - Unlimited ammunition
 - All weapons (present)
 - All weapons (future)
- ×△—Unlock Missile Command game in Special Features menu
- ×△—Unlock Centipede game in Special Features menu
 - Unlock all levels
 - Unlock all exclusive
- movies
 △○○ ×××△○—Unlock all in-game movies
 - Unlock all stills
 - Unlimited continues
 - T-X has 50% less HP in every fight
- HP in every fight
 - Terminator has 50% less HP in every fight
 - T-X has 50% more HP in every fight
- every fight
 - Terminator has 50% less HP in every fight
 - T-X has 50% more HP in every fight

TIGER WOODS PGA TOUR 2004

Choose "Options" from the main menu, then select "Password" and enter any of the following code:

THEKICKTENSINK--Unlock all golfers and courses

SHERWOOD TARGET--Unlock Target World Championship at Game Modes menu

YHJK342--Unlock all Nike sponsorship items for purchase

91trE8R--Unlock all Adidas sponsorship items for purchase

91trE8R--Unlock all Callaway Golf sponsorship items for purchase

CL45etUB--Unlock all Cleveland Golf sponsorship items for purchase

FDG1597--Unlock all Maxfli sponsorship items for purchase

kqNR3qy--Unlock all Odyssey Golf sponsorship items for purchase

R453Dr7--Unlock all PING sponsorship items for purchase

BK.8948--Unlock all Precept sponsorship items for purchase

cd2afzY--Unlock all TAG Heuer sponsorship items for purchase

7363p9--Unlock all TourStage sponsorship items for purchase

TOMB RAIDER: THE ANGEL OF DARKNESS

Stage Select
At any time during the game, press **START** to pause, then press and hold **L1 + R2 + Down** + simultaneously. Release the buttons, then immediately press **Up**, **Left**, **Right**, **Down** as quickly as possible. If you've entered the code correctly, you'll see two new options at the Paused menu, which will allow you to skip the current level or warp directly to any level in the game.

TONY HAWK'S PRO SKATER 3

Cheats Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

Y O H O M I E S—Unlock all secret Pro Skaters

B A C K D O O R—Unlock "Cheats" option at the "Pause" menu

R O A D T R I P—Complete all Career mode goals for the currently selected skater (this code also unlocks all of the levels in the remaining game modes)

U N L O C K E D—Give the currently selected skater enough stats that points to max out all statistical categories

P E E P S H O W—Unlock all moves

M A G I C M I S S I L E—Combines all of the effects of the above codes

TONY HAWK'S PRO SKATER 4

Select " Cheat Codes" from the Options menu and enter any of the following codes to unlock various options. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.

h o m e l l i s t s—Unlock Eddie, Jango Fett and Mike Millie

(o) (o)—Unlock Daisy

d o a s u p e r—Always Always Special

s s b t s—Perfect Rail

m u l l e n p o w e r—Perfect Manual

s u p e r f l y—Moon Gravity

n o s o p n—Matrix Mode

w a t c h _ m _ e _ x p l o d e—Unlock all characters, stages and cheats

in addition to the three secret characters which can be bought at the "Buy Secrets" menu, there are more than 50 secret skaters which can be unlocked by entering one of the following names at the "Inform" or "Menu" in the Create-A-Skater options

454040
aaron skellman
adam lipmann
andrew skates
andy marchal
angus
atilla offerborn
bern scott pye
big tex
brian Jennings
captain liberty
chawna steel
chris peacock
connan
craig
dave strahl
dct
deandreadn
friz
gary jordanun
grit
henry
jason yu
jim jagger
jo jo favazza
john rosser
jow
kenzo
kevin mullhall
kraken
lindsey hayes
lisa g davis
little man
marilena nafor
mat hoffman
matt mcgishson
mike's daddy
mreek west
mike day
mike shaver
mr. brad
no-an nelson
pauling g-y
peasu
pete day
pooper
rich thorpe
sk
stacey d
stacey yuarte
todd chicken
todd hawksen
top bloke
wardcore
zac zig Drake

Many of the secret characters are members of the team that designed the game, their family members or friends. Note that most of them have unique facial features, which can be useful if you are not satisfied with the default face textures in the Create-A-Skater mode. To create a new skater using the face of one of the secret skaters, simply enter the name of the character whose face you want to use, then rename the skater again and modify the rest of his or her features to your liking.

TONY HAWK'S UNDERGROUND
 Cheat Codes
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the codes. After entering one of the codes, start a game, then press **START** to pause and select "Cheats" from the in-game Options menu to toggle the code on or off. **G** = Up, **M** = Moon gravity
Realistic - Perfect manual.

let it slide—Perfect ra
 rear rider—Perfect skitch
 dig it—Block all TH1G movies

TOTAL IMMERSION RACING

Secret Codes

At the main menu, select "Start Game," then select "Career." When the "Enter Your Name" screen appears, enter any of the following codes. You won't receive any special confirmation for entering a correct code, but the game will disappear and the effects will take place immediately.

Poke—Faster car
Walk It—Slower opponents
Loaded .Jn ok all standard cars
Road Sweep—Unlock all tracks
Swallow .Unlock Pilbeam .JMP
Feather—Unlock Lister LMP
Powerforce—Unlock Rockingham Champ Car
Road Trip—Unlock extreme skill level
No Dps—Remove speedometer, tachometer and map

TRANSFORMERS

[illegible]

July 2004 TIPS & TRICKS



TIPS & TRICKS July 2004



• **Nightmare Zero—Press START** at the first title screen, then press **L1, L1, R2** at the Game Start/Continue/Options menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful.

IN-BATTLE CHARACTER ROLLS

Cheat Codes: Choose "Options" from the main menu, then enter any of the following codes at the Options screen. Unlock all characters—**Left, Right, L1, R2, R1, L2**.
Unlock all cups and courses—**L1, R2, R1, Left, Right**.

MONSTERS IN SCREAM TEAM

Secret Codes: Enter any of the following codes at any time during gameplay. You'll see each one take effect immediately after entering it correctly.
99 lives—Hold **L1 + R2**, press **↵, ↵, ↵, ↵**.
Full score meter—Hold **L1 + R2**, press **↵, ↵, ↵, ↵**.

Full health—Hold **L1 + R2**, press **↵, ↵, ↵, ↵**.

ITEMS' CREDITS BY A MATCH

Secret Codes: Choose "Credits" from the main menu, then enter either of the following codes while the credits are rolling.
Unlock all characters—**↵, Left, Left, Left**. Weapons appear more frequently—**R2, L2, R1, L1**.

Secret Characters: If you hold **L1 + R1** when choosing your fighter at the match-up screen, you'll play as one of the following secret characters: Dave Connolly—Hold **L1 + R1** and select **Ceo**. Chris Harvey—Hold **L1 + R1** and select **Frankenstein**. Prince Ijiam—Hold **L1 + R1** and select **Tommy Lee**.

Zebo the Dummy—Hold **L1 + R1** and select any character except **Ceo**, **Frankenstein** or **Tommy Lee**. **Fatalities:** Enter the following character-specific button combinations when the screen says "Finish Him!" (or "Her!") to finish off your opponent.
"Grossness Death" move: **Tommy Lee**: **Drum Out**—**↵, ↵, R1 + R2**. **Tommy Lee**: **Tommy's Punch**—**↵, ↵, Left, Left, R1 + R2**.

Busta Rhymes: **Pogo of Pain**—**↵, ↵, Left, Left, Left**. **Busta Rhymes:** **Kick to the Curb**—**↵, ↵, Left, Left, Left**. **Marilyn Manson:** **Diabolic Spin**—**↵, ↵, Left, Left, Left**. **Marilyn Manson:** **Head Bang of Evil**—**↵, ↵, Left, Left, Left**. **Mr. T:** **Airplane of Pain**—**↵, ↵, Left, Down, Down**. **Mr. T:** **Super Speed Bag**—**↵, ↵, Left, Down, Down**. **Carmen Electra:** **Spinal Spin**—**↵, ↵, Left, Left, Left**.

Carmen Electra: **Foot in Mouth**—**↵, ↵, Left, Left, Left**. **Cleo:** **Psychic Spinal Drill**—**↵, ↵, Down, Left, Left**. **Cleo:** **Beast Slash**—**↵, ↵, Down, Down, Left**. **Frankenstein:** **Frankenthroter**—**↵, ↵, Left, Left, Left**. **Frankenstein:** **Catapult of Carnage**—**↵, ↵, R1, Left, Left**. **Doberman:** **Neck Maul**—**↵, ↵, R1, Left, Left**. **Wolfman:** **Pelvic Chew Toy**—**↵, ↵, R1, Down, Up**. **Nick Diamond:** **Brain Pull**—**↵, ↵, R1, Up, Up**. **Nick Diamond:** **Horrificous Spin**—**↵, ↵, R2, Up, Down**. **Johnny Gomez:** **Drum Out**—**↵, ↵, R1, Down, Down**. **Johnny Gomez:** **Boot to the Head**—**↵, ↵, R2, Down, Right**. **Alien:** **Brain Bash**—**↵, ↵, Left, Left, Left**. **Alien:** **Spinal Slice & Dice**—**↵, ↵, Down, Down, Up, Down**.

PINK PANTHER: PIRATE-ADIC PURSUIT

Cheat Codes: At the main menu, press **L1, L1, R2, R2, L2, L2, R1, R1, Left, Right, SELECT, START**. A new "Cheat" option will appear, allowing you to start the game with \$999 coins, all keys, no enemies and no stalkers. Also, with this code in place, if you press **START** to pause during a stage, you'll see a new "Win" option at

the pause menu. Choose this option to instantly complete the stage you're in.

POWER RANGERS: LIGHTSPEED RESCUE

Secret Codes: From the main menu, select "Codes," then select "Enter Code." Next, enter any of the following passwords to unlock the corresponding secret codes.
O M E G A—Level skip.
L I T T L E T A T—Titanium Ranger.
F O R E V E R—Continue.
S H O W C A S E—All galleries open.
I M M O R T A L—Infinite lives.
D A B T E G—\$1,000,000.
N F E U E A S T—Infinite RPE.

THE TWO POINTS SHOOTING

Secret Codes: Choose "Passwords" from the Options menu and enter any of the following codes. **Princess:** **Blossom, Fuzzy, Bubbles, Princess**—Unlock Powerpuff Girls Bedroom.
Sedusa, Buttercup, Mojo Jojo, Ace, Princess—Unlock Professor Utomium's Lab.
Fuzzy, Ace, Blossom, Princess, Sedusa—Unlock Townville Jail.
Big Billy, Bubbles, Ace, Sedusa, Big Billy—Invincible Mode, Player 1.

Ace, Big Billy, Fuzzy, Bubbles, Fuzzy—Invincible Mode, Player 2.
Buttercup, Mojo Jojo, Sedusa, Big Billy, Princess—Chemical X, Player 1.
Ace, Princess, Blossom, Buttercup, Ace—Chemical X, Player 2.
Big Billy, Ace, Buttercup, Ace, Blossom—Unlimited X, Player 1.

Sedusa, Bubbles, Ace, Bubbles, Big Billy—Unlimited X, Player 2.
Blossom, Mojo Jojo, Princess, Sedusa, Ace—Princess, Buttercup, Bubbles, Ace.
Blossom, Ace, Buttercup, Blossom—Unlock Blossom's Ice Breath.

Ace, Fuzzy, Big Billy, Mojo Jojo, Ace—Unlock Buttercup's Tornado Spin.
Princess, Buttercup, Bubbles, Ace, Ace—Power Damage, Player 1.
Ace, Mojo Jojo, Blossom, Buttercup, Princess—Power Damage, Player 2.

Bubbles, Fuzzy, Ace, Blossom, Ace—Super Health, Player 1.
Ace, Ace, Buttercup, Fuzzy, Big Billy—Super Health, Player 2.
Bubbles, Ace, Mojo Jojo, Princess, Ace—Disability, Player 1.
Sedusa, Big Billy, Blossom, Ace, Buttercup—Unlock all characters and stages.

RASCAL RACERS

Cheat Codes: Choose "Options" from the main menu, then enter any of the following codes at the Options screen.
Unlock all characters—**Left, Right, L1, R2, R1, L2**.
Unlock all cups and courses—**L1, L2, R2, R1, Left, Right**.

RESOLVE: COPIER

Cheat Codes: Enter either of the following codes at the main menu (the one that says "New Game," "Start," "Game Start," etc.).
Unlock all missions (Mission mode only)—**Down, ↵, SELECT**.
See the ending—**Left, Right, ↵, SELECT**.

THE SIMPSONS: WRESTLING

Secret Codes: Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code again.
Up, Up, Down, Down, Left, Right, Left, Right—Unlocks the "Bonus Match" option at the main menu; from here you can start a match with nearly any character in any stage.
Left, Up, Left, Down, L1—Unlocks Bum-bum Man.
Left, Up, Left, Down, L1—Unlocks Moe Simpson.

Left, Up, Left, Down, R2—Unlocks Professor Frink.
Left, Up, Left, Down, L2—Unlocks Ned Flanders.
Left, Up, Left, Down, L2—Unlocks Ned Flanders.
Left, Up, Left, Down, L2—Unlocks Ned Flanders.
Left, Up, Left, Down, L2—Unlocks Ned Flanders.

Left, Up, Left, Down, L2—Unlocks Ned Flanders.
Left, Up, Left, Down, L2—Unlocks Ned Flanders.
Left, Up, Left, Down, L2—Unlocks Ned Flanders.
Left, Up, Left, Down, L2—Unlocks Ned Flanders.
Left, Up, Left, Down, L2—Unlocks Ned Flanders.

Up, Up, Down, Down, Left, Right, Left, Right, R2, L1, R1—Activates Mirror Match.
L1, L1, L1, Up, Down—Activates Big heads.
L1, L1, L1, Left, Right—Activates "Flat Land," which flattens all the characters in the game.

Right, Up, Right, Down—Black outlines in the characters are not drawn.
L1, L1, R1, R1—Activates a funnier version of the credits sequence (choose "Credits" at the Options menu) which is usually only accessible after completing all three circuits.

L1, R1, L2, R2—Activates "Big Ape Mode," which gives all of the characters huge arms.
R2, R1, R1—With this code in place, you'll fight in a special "Big Ape" arena that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

L1, R1—Displays a date at the top of the screen, presumably the date that the final release of the game was completed.

SPIN: CYCLOPS' ARCADE COMMAND

Secret Menu: When the copyright screen appears (the one that says "Copyright 2002 Take-Two Interactive Software," etc.), press the **START** button on Controller 2. A menu of secret programmer options will appear, and you can use various buttons on Controller 2 to turn them on. Unfortunately, you'll only have a few seconds to activate the desired options before the next screen appears, after which you can no longer adjust the secret options (even though the secret menu will reappear during loading screens).

SPIDER MAN 2: ENTER ELECTRO

Cheat Codes: From the main menu, select "Special," then select "Cheats" and enter any of the following codes: After entering each one correctly, Stan Lee will exclaim, "Excellent!"
A U N T M A Y—Unlock Level Select, all costumes, all Gallery items and all Training items.
A L I E N—Big head.
S T A C E Y D—Big feet.
V I S I O N S—"What If" Mode.
V H I S I O N S—Inserts programmer's high scores into the game.
D R I L L E R—Enter a debug information during gameplay.

SPORTS CAR: GT

Secret Codes: Enter the following cheat codes at the title screen. Note that if you press any other buttons before entering the codes they won't work.
Down, Down, Left, Right, Up, Left, R2—Unlock all tracks and classes.
Up, Left, Left, Right, Down, Right, L1—Start with \$150,000 in Season Mode.

SPORTS: SUPERBACE 2

Secret Codes: Choose "Options" from the main menu, then select "Secret Codes" and enter the password "MIDAS" to unlock all tracks and all difficulty levels and clear all the skill tests. Unfortunately, this code also disables the steering assist and braking assist at all difficulty settings in addition to enabling bike damage.

STUART LITTLE 2

Cheat Codes: Enter any of the following cheat codes at the main menu screen. You'll hear a sound effect to confirm each code.
Invincibility—**L2, L1, R2, L1, L2, R2**.
Down (the code will go down to zero, but you'll still have ammo).
Unlock all levels at the "Visit Snowbell" menu—**Left, Right, R1, L1, Up, Down, L2**.
Unlock all movies in Gallery—**L2, Left, R1, R2, Right, L1**.

Unlock new "Flycam" option at the pause menu (use the D-pad and buttons to move the camera around)—**Up, L1, Down, R1, L2, Down, L2, R1**.
View all loading screens and level intro movie clips—**Right, ↵, ↵, R1, R2, Left, L2**.

TREASURE HUNTER

Cheat Codes: Enter any of the following cheat codes at any of the game's menu screens, including the main menu, the Pause menu or any of the

Options screens. You'll hear a sound effect to confirm each code.
Invincibility—**L2, L1, R2, L1, L2, R2**.
Unlimited muscle charge—**L1, R1, Up, ↵, L2, R2**.
Unlock all levels—**Left, Right, R1, L1, Up, Down, Up, L1**.
Add 100 treasure—**L2, L2, L1, L1, R2**.
Add one Scroll—**L2, L1, L1, ↵, ↵**.
Add one Credit Crystal—**L2, L1, L1, ↵, ↵**.
Freeze the race timer—**L1, R2, L2, R1, R1, L2, R2**.

See the ending—**L2, L1, Left, L2, ↵, ↵**.
Unlock new "Flycam" option at the Pause menu—**Up, L1, Down, R1, L2**.
Use the D-pad and buttons to move the camera around—**Up, L1, Down, R1, L2**.
Display programmers' debug info—**Left, L1, R1, R1, Up, Down**.
View all loading screens and level intro movie clips—**Right, ↵, ↵, R1, R2, Left, L2**.

WIP: D'S SCARIEST POLICE CHASES

Cheat Codes: Each of the following codes can be entered at the main menu.
Unlock All Missions—**Down, Up, Left, Right, Left, Right, L1, Up, Down**.
Unlock All Start-up Locations in Patrol Mode—**Down, Up, L2, L1, ↵, R2, R1**.
Unlock All Bonus Items—**Left, Right, R1, L1, ↵, R2, L2**.

X-MEN: MUTANT ACADEMY

Unlock Everything: At the main menu, quickly press **SELECT**, **Up, Left, Right, L1, R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN: MUTANT ACADEMY 2

Cheat Codes: At the main menu, press **SELECT**, **Down, R1, L1, R1**. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the **R1** button. To play as Xavier, highlight Magneto and hold the **R1** button. Don't forget to check out the "Pool Party" stage in Versus mode!

X-MEN VS: STREET FIGHTER

Secret Options Menu: At the main menu, enter the one that says "Battle Mode"/"Game Mode"/"Training Mode" etc.—**Right, ↵, L1**; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options.
"Game Mode" lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, start "Game Mode" to "Original," then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: if Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy gauge. During match, if you press **Fight** or **Punch** or **Roundhouse Kick** simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.

If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

XENA: WARRIOR PRINCESS

Invincibility: At the main menu, press **Up, Up, Up, Up, Up, Right, Left**. You'll hear a special sound effect to confirm the code.
4x Sword & Arrow Upgrades at the main menu, press **↵, ↵, ↵, ↵, Up, Up, Up**. You'll hear a special sound effect to confirm the code.

X'S AIRBOAT RACING

Cheat Codes: Choose "Options" from the main menu, then enter any of the following codes at the Options screen.
Unlock all characters—**Left, Right, L1, R2, R1, L2**.
Unlock all cups and courses—**L1, L2, R2, R1, Left, Right, ↵**.



Game Boy Advance

tips

Game Boy Advance tips

AGGRESSIVE INLINE

Cheat Codes
Enter the following codes at the title screen, while the words "Press Start" are stretching online all characters—L, L, B, B, R, R, L, R. Unlock all levels—Up, Down, Up, Down, Left, Right, B, R.

ALIENATORS: EVOLUTION CONTINUES

Cheat Password
R B J P X C K C—Infinite ammunition

ALTERED BEAST: GUARDIAN OF THE REALMS

Menu Trick
Hold L or R at the main menu to change the direction and speed of the scrolling background—mage

ANIMAL SHAPE

Mini-Game
At the title menu, hold the L button and press Up, Down, Left, Right, Left, Down, Up. A new "Block Blaster" option will appear, allowing you to play the mini-game at any time

ARMY MEN ADVANCE

Passwords
Q O Q W R P C—All Levels Unlocked (Sarge)
N O R D G T P B—All Levels Unlocked (Valk)

ATV: QUAD POWER RACING

Unlock Everything
At the main menu, select "Options," then select "Password." Next, press Down, A, Down, A, Up, A, Down, Down, A, Up, A

BACKTRACK

Cheat Codes
At any time during a single-player game, press SELECT to access the Game menu, then press L, Right, B, L, R, Left to access the BIOS/ROM computer terminal. Highlight "CU Password Required" and press A, then enter any of the following cheat passwords:
H E A—200 health
G O D—Invincibility
W E A P—All weapons
A M M O—Max ammo for all weapons
A R M—Max armor
K E Y—All keys
M O N—Enemies are shown on map as gray dots
F R E—Freeze all enemies
C O O R—Display programmers' coordinates on screen

BALLISTIC ECKS VS. SEVER

Cheat Passwords
D E A T H W I S H—Invincibility
T O O L E D U P—All weapons
B I G P O C K E T—Infinite ammo
O H S T O P I T—One hit kill
A C M E B A N G S—Explosions do double damage
C O L D F E E T—Enemies can't move
D O Y O C M E—Enemies ignore you
H O R N B L O W—Enemies make farting sounds when injured
E d y Passwords:
S M O K E Y—Mission 2
B U T T E R F L Y—Mission 3
C O V E R Y—Mission 4
T I G E R—Mission 5
H O R N E T—Mission 6
L I T T E R B U G—Mission 7
M U S T A N G—Mission 8
S P E C T R E—Mission 9
N I M R O D—Mission 10
S P O O K Y—Mission 11
S e v e r Passwords:
R A V E N—Mission 2
F I R E F L Y—Mission 3
B U L L D O G—Mission 4
R A G O N—Mission 5
L O U D O U T H—Mission 6
S T I N G E R—Mission 7
N A I L—Mission 8
Z O R R O—Mission 9
M R Y—Miss on 10
R E D D O G—Mission 11

BATMAN: RISE OF SIN TZW

Invincibility
Choose "Continue" from the main menu, and enter the password "N D T H ." to make Batman invincible to enemy attacks
Password:
M Q F V R B—Boss battle: Bane
L 2 0 Q D—Boss battle: Clayface
6 V 2 C L 2—Boss battle: Scarecrow
4 V 2 S 2 V—Boss battle: Sin Tzu
F L Y M F—Unlock all levels

BEYLADE VORCE: ULTIMATE BLADER JAM

Cheat Codes
At any time during gameplay, press START to pause and enter any of the following codes at the Pause screen:
Max. Bit Charge Meter—Right, Left, Right, Left
All enemies disappear—Up, Up, Right, Left, L
Complete the current round—Right, Left, Left, Up, A

BOXING FEVER

Passwords
Vs. Boxer—H 7 6 4 D H 5
Vs. Boxer II—2 G 4 8 D H 9
Vs. Boxer III—8 3 G 9 7 8 7
Vs. C. Bylog—B 3 G 5 3 1 8
Vs. Bylog—G 5 1 F 8 8 8

BRITNEY'S DANCE BEAT

Password
H M N F K—Unlock all songs + video (Easy difficulty)
N X R P—Unlock all songs + video (Hard difficulty)

BUFFY THE VAMPIRE SLAYER

WRATH OF THE DARKHOLM KING
Cheat Codes
Enter any of the following codes at the title screen, while the words "Press Start" are flashing:
Invincibility—B, B, A, A, L, R, Down, Up
Infinite lives—L, L, R, R, Right, Right
Start with nine of every item—Up, Down, Up, Down, B, A
Show enemies' health meters—Up, Right, Up, Left, Down, Right, Down, Left

BUTTLUG MARTIANS: B.X.M. BATTLES

Passwords
Choose "Resume Game" from the main menu, then enter any of the following passwords:
I W T S O W N 2—Mechtroops
T M T W N 3 P D—Aquatic
F L G S O W 6—Magma
I L T O W N 5—Silicon City
I A L T S M O 4—Arthropods
I W T S O W N 7—Koo Foo Ship
A L W M A 1 5—Max. firepower, defense and restoration pickups
K M I O R A D O—Infinite lives

CAR BATTLER JOE

Secret Vehicles
Choose "Go Back to League" from the main menu, when the "Use which machine?" prompt appears, select "Password" and enter any of the following codes to unlock a secret car.
M P I R E I—EMP Force X
G U A R A N T I—Queen Dohmo
S H I Y O I I—Blue Gate EV
R E D I G U N S—Sold Wind
T O D R O K I—Joe Jim ZERO
K O C K I—Crazy's VM.S
N A G O Y A D B—Long ValleyZ
G A N K O M A X—MAX-C
C D M A C A P A—Copa Zone23
M I M I M I—Megaph
H O M E—Patton
C U R E W A N D—Cavaler
H A M A I 3 3 3—Big Bang
8 9 8 9 8 1 1—Issue X
2 0 6 0 1 9 2—Millionsump90
M H U R R Y—Mats, K MK4
K I N N I K U—MSS, Dolly
M A R R O N I—MRIN's Dream
T K D O O 5—Takashi's Special
B O M B O M I—WNR Special

CARTOON NETWORK SPEEDWAY

9 5 8 1 9 5 1—Unlock all characters, courses, power-ups and trophies

CONKRA ADVANCE: THE ALIEN WARS EX

Level Passwords (Normal Mode)
Level 2—111111 T Y L H I X F C 5 H 1
Level 3—111111 T Y L H I X M H 4 X 2 I
Level 4—111111 T Y L H I X T X I G H S B
Level Passwords (Normal Mode)
Level 2—111111 T Y L H I X 3 5 M Y H I
Level 3—111111 T Y L H I X Q T T H I B
Level 4—111111 T Y L H I X M Y 1 R 5 B
Level 5—111111 T Y L H I X 2 0 2 I L C
Level 6—111111 T Y L H I X C O I D D
99 Lives Passwords (Normal Mode)
Level 2—Y 4 H C I B L S P 2 I 3 2 W F I
Level 3—W X D I Z J H 5 I Q K N C Y I
Level 4—Z W F I J M S L I B G P L Q B
Level 5—G 3 4 2 I N T D N S I N C B V C Z
Level 6—W 3 M J I S J 4 P V I N Y 7 2 8 D

CROUCHING TIGER, HIDDEN DRAGON

Password
At the main menu, choose "Continue" and enter the following passwords to warp to the corresponding boss battle:
6 2 M K—Yu Shu Lien
N I Z B—Dark Cloud
3 I D 4—Li Mu Bai

CRUISING VELOCITY

Password
S T R B H V G D—Unlock Hot Rod and 4x4 vehicles

CT SPECIAL FORCES

Special Passwords
The following passwords will give you the option to choose between Stealth Owl and the secret character, Raptor:
1 0 2 0—Snow Covered Mountains
1 4 0 7: The And Desert
2 7 0 4: The Fortitude Jungle
0 1 0 6: The Hostile City

DAREDEVIL

Password
4 1 T K 1 5 6 2 N G V—Start on the final stage with nine lives and all secrets unlocked

DARK ARENA

Cheat Passwords
K N G H T S F R—All keys available
L M S P L N G—All maps available
T H R E D N S—All weapons available
N D C R S D R—Infinite ammo
H L G R S D R—Infinite health
N F T W L L L—Level skip (press START to pause the game, press A to view the map, then press SELECT at the map screen to skip the current level)
N I R Y D D S—Enable vowels at password entry screen
A L L—Activate all cheats simultaneously

DAVE MIRKA FREESTYLE BMX 3

Cheat Codes
At the title screen, press R, L, B, B, L, R, you will hear a sound to confirm that the characters Flash and Metal have been unlocked

DISENY SPORTS SKATEBOARDING

Secret Code
At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down, Left, Left, Right, Right, B, A; you'll hear a signal to confirm the code. Now start a game, at the Board Select screen, you'll find a new, powered-up board called "Anger Harness"

DONKEY KONG COUNTRY

Cheat Codes
Enter either of the following codes at the "Select a Game" menu:
Start with 50 lives—Hold SELECT, press B, A, R, R, A, L
Sound test menu—Hold SELECT, press B, A, L, A, Down

DOOM

Cheat Codes
At any time during the game, press START to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.
Computer area map—Hold L + R, press B, A, A, A, A, A
Radiation shielding suit—Hold L + R, press B, B, A, A, A, A
God mode—Hold L + R, press A, A, B, A, A, A
All weapons + refill ammo—Hold L + R, press A, B, A, A, A, A
Berzerk—Hold L + R, press B, A, B, A, A, A
Temporary invulnerability—Hold L + R, press B, B, B, A, A, A
Skip to next level—Hold L + R, press A, B, A, B, B, A
Go up to 10 credits—Hold L + R, press A, B, A, B, A, A
Skip ahead 10 levels—Hold L + R, press A, B, A, B, B, A

DOOM 2

Cheat Codes
At any time during the game, press START to pause, then enter any of the following codes:
Computer area map—Hold L + R, press B, A, A, A, A, A
Radiation shielding suit—Hold L + R, press B, B, A, A, A, A
God mode—Hold L + R, press A, B, A, A, A, A
All weapons + refill ammo—Hold L + R, press A, B, A, A, A, A
Berzerk—Hold L + R, press B, A, B, A, A, A
Temporary invulnerability—Hold L + R, press B, B, B, A, A, A

DOUBLE DRAGON ADVANCE

Cheat Codes
Choose "Options" from the main menu and enter the following codes at the Options screen:
Unlock sound test—Hold the SELECT button and press R, R, L, R
Unlock "Expert" difficulty setting—Hold the SELECT button and press Up, Up, Down, Down, Left, Right, Left, Right
Allow up to 10 credits—Hold the SELECT button and press L, R, Down, L, R, Down, L, R, Right

DRAGON BALL Z: THE LEGACY OF GOKU

Invincibility
During the introductory video scene that appears before the game's title screen, press Up, Down, Left, Right, B, A; you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked

DRONE RACERS

Cheat Codes
At the main menu, press SELECT to access the "Enter Code" screen, then enter any of the following codes. Note: Some of the codes can't be disabled unless you reset the game at the Options menu.
C U P I U P—Unlock all tracks and cups
A L L 4 M—Unlock 4 teams
B I F F I N—Max upgrades for all cars
B I G U N S—Combines the effects of all the above
L O G R A V—Low gravity
I A M C A R—Weird sound effects

DUKE NUKEM ADVANCE

Secret Cheats Menu
At any time during gameplay, press START to pause, then hold L and press Left, Up, A, Up, Left, A, START. Select a secret menu will appear with a level select and various other options

ELEADED

Secret Codes
At the title screen—when the words "Press A Button" appear—press SELECT to see the names of the people who created the e-Reader

LEARN MORE JIM 2

Password
P 9 V N L B—Lorenzen's Soul
F 1 L D B 2—Puppy Love (Part 1)
N B T L B—Villi People
J 4 P G 4—The Flying King
G 2 M G D 2—Puppy Love (Part 2)
K 5 S I G 4—Juddery Abducted

ED, ED! I EDDY: JAWBREAKERS!

Cheat Codes
Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a blubbling sound to confirm each time you enter a code successfully. The level select option will appear under "Game Cheats" at the main menu. Level select—Hold L and quickly press Left, Right, Down, Right, Up, Right. All characters have jetpacks—Hold the L button and quickly press Left, Up, Right, Down, Left, Up. All pickups—Hold the L button and quickly press Left, Right, Down, Right, Up, Left. All protection (invincibility)—Hold the L button and quickly press Left, Down, Right, Right, Right, Left, Down.

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermillion
At the name entry screen, select "Entry," then enter the name as "18T1." Next, start a new game under that name. When you reach the match selection screen, press L, R, START, R, L, SELECT. A secret password screen will appear. Enter V - J 4 + S V 9 A - 3 0 as your password. Now you'll be able to select the Jet Vermillion.

THE FAMILY OPPOSANDS: ENTER THE CLIFF

Password
Country Boy, Country Boy, Country Boy, Country Boy, Vicki—All stages cleared

FINDING NEMO

Cheat Password
M 6 K M—Unlock all levels and gallery pictures

FIGURINES ADVANCE: THE GREAT QUEST!

Password
7 F W L T—Fairy Town 1
7 F 3 J 1—Castle Starkenstein 1

FIGGER'S ADVENTURES 2: THE LOST WAND

Secret Levels
At the main title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A; you'll hear a signal to confirm. With this code in place, press the R button at the title menu to access a new set of secret levels called "Magician's Realm."

GOLDEN SUN

Customize Player Names
At the name entry screen that appears when you start a new game, press the SELECT button three times; you'll hear a chime. After you choose a name for the main character, you'll be able to choose different names for Ganet, Ivan and Mia. At any time before you've finished naming these three additional characters, press Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, SELECT; you'll be able to rename Felix, Jenna and Sheba as well.

GRANDUX GALAXIES

Power Up
At any time during the game, press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A. When you unpauses, your ship will be equipped with the highest level of all power-ups. This code can only be used once per game.

GT ADVANCE CHAMPIONSHIP RACING

Secret Codes
Enter any of the following codes at the title screen.
Watch the ending credits—Hold L + R + Up and press B.
Unlock Extra 1 mode (go kart racing)—Hold L + R + Right and press B.
Unlock Extra 2 mode (formula car racing)—Hold L + R + Left and press B.
Unlock all turning parts—Hold L + R, point the D-pad in the Down/Right position and press B.
Unlock all cars—Hold L + R, point the D-pad in the Up/Left position and press B.
Unlock all courses—Hold L + R, point the D-pad in the Up/Right position and press B.
Password
S P O W I N L B Q 8 > V B—Unlock all Championship Mode classes

GT ADVANCE 3: PRO CONCEPT RACING

Cheat Codes
Enter the following codes at the title screen, while the words "Press Start" are flashing: Have all Turning Parts—Hold L + B and press Up.
Unlock Extra Mode—Hold L + B and press Down.
Unlock all cars—Hold L + B and press Left.
Unlock all tracks—Hold L + B and press Right.

HEY ARNOLD! THE MOVIE

Play as Helga
At the "Area Select" screen, press Up, Down, Left, Right, Left, Right, Down, Up, SELECT. To return to playing as Arnold, just enter the code again.

HOT WHEELS VELOCITY X

Passwords
496-93-993—Unlock all cars
723-452—Unlock everything

ICL AND

Passwords
M F K R P B—Art Gallery
M T Q B B—Unlock all levels

THE INCREDIBLE HULK

Level Skip
Press START at any time to pause the game, then press Down, Right, Down, Right, Left, Left, Up to skip the current level.

THE INVINCIBLE IRON MAN

Cheat Codes
Enter any of the following codes at the title screen while the words "Press Start" are flashing: Invincibility—Right, Up, Left, A, Right, SELECT.
Stage select—SELECT, Up, Left, A, Right, Up, Left, Up, Beam—B, A, Left, Down, Left, Right.
Junk all Gallery images—Up, Down, Left, Right.
Erase Saved Game RAM
At the title screen, while the words "Press Start" are flashing—DO NOT enter the following code: Up, Up, Down, Down, Left, Right, Left, Right, B, A, SELECT, START. If you don't, you'll reset the game's EEPROM chip, deleting all of your saved game data.

IRONDUN 3D

Stage Select
Enter the password "IRONDUN" to enter the code "SHOWT1M3" (be sure to include the "x" symbols). Now you'll find two new items at the Options menu. "Start level" allows you to choose any stage and "Start as Boss" lets you skip directly to the boss of the stage you chose.
Quick Exit
Enter the Password entry screen and enter the code "SL3CTON" (be sure to include the "x" symbols). Now you can exit to the title screen at any time by pressing the SELECT button during the game.
Picture Gallery
Enter the password "GALL3RY" (be sure to include the "x" symbols). This allows you to view a "side show" of IronDun 3D artwork.

IRONDUN II

Stage Passwords
Choose "Password" from the main menu and enter any of the following codes.
R C B 1—Unlock Arcade Mode, Challenge Mode, Gallery and Credits.
I G 4 X 1—Unlock Jukebox.
C H 4 L 1—Unlock Arcade Mode, Challenge Mode, Gallery, Jukebox and Credits.
I S 3 C R 3 T 5—Show the locations of all secrets in Arcade mode.
I R O T B 1—Satellites rotate around ship.
I B I G 3 H 4 D—Large SHN Fighter.
M I C B 1—Tiny SHN Fighter.
I S H 1 P 2 1—Play as the blue SHN Fighter from the game's intro sequence.
I L O 4 D 1—Show the CPU usage %.
I O B 5 1—Show the number of on-screen objects.

JUSTICE LEAGUE: JUSTICE FOR ALL

Cheat Codes
Choose "New Game" from the main menu, then enter any of the following codes at the "Enter Name" screen.
S A M I B E—Start with 99 lives.
S A M I W A S—Unlock all missions.
M I A M E—Enemies can't attack. Don't touch you.
Note that you can't combine the effects of all the codes; you must use only one at a time. However, if you simply press START during the

game to pause, then highlight the "Resume" option and press SELECT, you will have the benefits of the "Enemies attacks don't touch you" code, even if you haven't entered any of the above codes.

KARNAL RALLY

Cheat Codes
Choose an empty save slot at the "Select Car" screen and enter one of the following names to unlock various options.
L I G A 1—Unlock Level 2 tracks and vehicles, start with \$2,000 cash.
L I G A 1 1—Unlock Level 3 tracks and vehicles, start with \$3,000 cash.
L I G A 1 1 1—Unlock Level 4 tracks and vehicles, start with \$4,000 cash.
I D R U L E 2—Unlock all tracks and vehicles + bonus race in Career mode.
L P P A—Play as Mr. Leppa.

KIM POSSIBLE: REVENGE OF MONKEY PIST

Password
Ron, Kim, Kim, Guard, Guard, Guard, Guard—Start new game with all extras unlocked.
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push Down on the D-pad, the remaining characters are shown in the following order: Ron, Shogo, Wade, Monkey Fist, Rufus, Draken, Guard.

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED

Secret Code
Choose any game from the main menu, then—when the game's "attract mode" or "title screen" appears—press Up, Down, Down, Left, Right, Left, Right, B, A; you'll hear a chime to confirm the code. This code has a different effect in each of the "x" games as follows:
Frogger—Enhanced graphics + music.
Scramble—Enhanced graphics + music.
Time Pilot—Rapid-fire (hold A button) + extra stage.
"7777 B.C." appears after Stage 5.
Gyruss—Enhanced graphics, extra stages + lives.
Yie Ar Kung Fu—Two extra opponents in 1st mode (B show and Clayman).
Ruthy Attack—Start with seven lives instead of five + two extra stages appear after Stage 4.

LARA CROFT: TOMBS RAIDER—THE PROPHECY

Passwords
GAZE, MEDD, HAXE, PATH, BONE, TREE, LINK—Wong Fung Peak.
KURZ, HELL, WEXF, MEMO, HEAR, FITZ, ELRC, CLIK, MOSL—Ankoff West.
ROMA, MONK, AFEON, TIME, OULM, LOND, DART—Lacoma Island.
HILL, CHEX, STUX, MECH, AKOR, OUSH, SPAD, LUTH—Teg-Du-Bhorez Headquarters.
ARIA—See the credits.

LEGO BIONICLE

Unlock Mini Games
Start a new game and enter one of the following codes as your character's name. After the adventure begins, pause and save your game, then pause again and quit. The corresponding mini-game will now be available from the Mini Games option at the main menu.
B M R 4 7 2—Usual Crab Dig.
9 M A 2 6—Naglawla Boat Race.
5 M G 3 4—Kool Football.
3 L T 1 5 4—Kewa Bird Riding.
3 T 6 7 3—Hallow Snowball Slung.
4 C R 4 7 2—Signalu Lava Surfing.

LULO & STITCH

99 Lives
Highlight "Start Game" at the main menu, hold R + SELECT and press A to begin the game with 99 lives.
Passwords
Stitch, Ray Gun, Stitch, UFO, UFO, Stitch, UFO—Level 1, Kan.
UFO, Ray Gun, Stitch, Stitch, UFO, Stitch, UFO—Level 2, Lolo.
Stitch, Pineapple, Stitch, UFO, Stitch, Stitch, UFO—Level 3, Spike.
UFO, Pineapple, Stitch, Stitch, Stitch, Stitch, UFO—Level 4, Junkyard.
Stitch, Ray Gun, UFO, UFO, UFO, UFO, Stitch—Level 5, Lilo.
UFO, Ray Gun, UFO, Stitch, UFO, UFO, Stitch—Level 6, Spice 2.
Stitch, Pineapple, UFO, UFO, Stitch, UFO, Stitch—Level 7, Trans.

LIZBIE MACSLIME: ON THE GOV

Cheat Code
Choose "PDA" from the main menu, then select "Best Friends" and add the name

"cheater" (all in lowercase) to your Best Friends list to unlock all the "Games" and "Fun With Friends" options.

LUNAR LEGEND

Duplicate Items
Equip an item, then unquip it and save the game. Reload the game and you'll find the item equipped with a duplicate in your inventory.

MARIO & LUIGI SUPERSTAR SAGA

Bonus Coins
Hit Mario with a hammer to make him mini-Mario. Set Luigi's command to High Jump. While Luigi is in the air, make him jump again repeatedly to keep him up. You'll get one coin and Luigi will lose one health every time he gets hit. Luigi's health can't go below 1.

MASTERS OF THE UNIVERSE: INTERACTIVE

NE-MAN: POWER OF GRAYSKULL
Password
W R K L D M—Unlock all stages.

MEN IN BLACK: THE SERIES

Cheat Passwords
L V F R V R D—Invincibility.
N F N T M D D—Infinite ammo.
L W P N D D—Have all weapons.
Stage Passwords
F G H T R M S—Episode Two: Forest Landing 51x.
H D S H S B 5—Episode Three: Alien Technology Lab.
M X N M S N N G—Episode Four: Rocket Silo.
T V F R V R D—Episode Five: Mill Safe House.
N T N D W N Y—Episode Six: Halloween in Manhattan.

METROID: ZERO MISSION

Original Metroid Passwords
After beating the game, the original Metroid becomes unvulnerable. The following passwords are for the original Metroid.
+ Start with infinite health, missiles and all upgrades.
N A R P A S S W O R D 0
0 0 0 0 0 0 0 0 0 0
+ Start with sufficient Samus.
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
+ Start at Norfair with suitless Samus.
J U S T I N B A I L E
+ Start on Norfair with suitless Samus with brown/bonnie hair.
S A M U S R I D L E Y
4 4 4 4 4 4 4 4 4 4 4

MONSTER FORCE

Level Skip
At any time during gameplay (not while paused), hold L + R + A and press Up to complete the current level.
Invincibility
At any time during the game, press START to pause. At the pause screen, hold L + R + B and press Down, then hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.
Character select screen, press and hold L + R + B, then press Right to unlock Mina and Drew.
Exit Level
While at the pause screen, you can return to the level-select screen by pressing L + R + A.

MONSTERS, INC.

Passwords
L R 1 3 G—Around the House.
7 Q C Z B 9—Don't Look Down.

MORTAL KOMBAT: DEADLY ALLIANCE

Secret Codes
Create a "Profile" from the main menu, then create a new profile and enter your name as "KWIKKASH." You can play with 25,000 koin.

MORTAL KOMBAT: TOURNAMENT EDITION

Change Weapon Colors
At the match-up screen before a fight, press any of the following button combinations and hold Up to change the color of the battle begins to change the color of your weapons.
Black—Press and hold Up + L + R.
Blue—Press and hold Up + A.
Green—Press and hold Up + L.
Orange—Press and hold L + R.
Purple—Press and hold Up + R.
Red—Press and hold R + A.
Yellow—Press and hold L + A.

THE MURPHELS: ON WITH THE SHOW!

Cheat Password
Choose "Continue" from the main menu, and enter the password "KOTIG6" to unlock all of the difficulty settings and Activity Mode minigames.

NBA JAM 2002

Unlock Cheat and Street Courts
At the main menu, select "Season," then select "Password" and enter "HUNGDBLJBT" as your password. The text "Courts Unlocked" will appear at the bottom of the screen.

MLB TITAN 2002

Secret Teams
At the title screen—after the words "PRESS START" appear—press A, B, SELECT, Up, Right. Down, you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Orioles and Team Midway.

Cheat Codes
Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the L, B and A buttons respectively in order to change the symbols at the bottom of the screen, followed by the R button to confirm. For example, to enter the Infinite Turbo code, press L four times, B three times, A twice, then R to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.

4-3-2—Infinite Turbo
1-2-5—Ancient stadium
3-1-3—Shadow players

WICKETONS RACING

Cheat Code
At the main menu, hold the R button and quickly press START, SELECT, L, SELECT, START, you'll hear Stimpny say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

NO RULES: GET PHAT

Passwords
1 3 T Y N L P 1 B 1 3 4—Level 1 Boss
P P T D D L 1 B 1 2 3—Level 2 Boss
K F M K L H B 1 3 9—Level 3 Boss
T F Q F N L H 8 1 2 R—Level 4 Boss

GOODWORLD MUNCH'S ODYSSEY

Passwords
T H Q M P M D 1—Unlock Munch Player

OPERATION: ARMORED LIBERTY

Passwords
B K F S Z W—Mission 2
D F F S K Z—Mission 3
S K X S Z—Mission 4
Q K F S Z B—Mission 5
X K F S Z—Mission 6
B K F J Z C—Mission 7
D F Y F Z J—Mission 8
V K F S Z Q—Mission 9
S K F S P Z—Mission 10

PAC-MAN COLLECTION

Pac-Attack Puzzle Mode Passwords
S R Y—Stage 10
M W S—Stage 20
W H S—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

THE PINBALL OF THE DEAD

Passwords
Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press B at the Options menu to view the Sound Test, Move Test and View Ending options.
I O P S N D 1 2 3 T 1—Unlock Sound Test
M O V 1 3 P 1 3 5 3 N T 1—Unlock Move Test
S H O W M 3 3 N D 1 N G—Unlock View Ending
D O N T N 3 3 D M O N 3 Y—Unlock Boss Mode at Game Start menu

PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL

Cheat Passwords
Choose "Continue Game" from the main menu, then enter any of the following cheat codes:

1 A M O R T 4—Infinite lives
8 V C L 1 T 2—Infinite buccaneronballs
G O O D 1 3 S—Start with pistol, sabre and triple cannons
S H 3 J 3—Soldiers and pirates turn into explosive sheep as soon as they see Jack
G 3 N 1 V S—More aggressive enemies
C R D 0 1 5—See the game's credits
L 1 T T V L N—See a picture of a baby Spaniard
V T T W B 4 Q 3 G 3—Find the five bags of gold
N 1 F 3 P G 7 C 7—Defeat the merchant vessels
2 W Q 6 2 B H 8 0 1—Find the buried treasure
L R W 7 0 9 C 7 B 8—Explore the pirate caves
W K 3 1 J M V 2 I H—Bring Sigil's Gold to Crooked Cove
N G 3 H 3 1 M 6—Find the King's Gold
L T T 7 M T S H 5 Q—Defeat the British fleet
T 1 F 5 M 1 8 3 1 0—Find the corvette
S 3 P 1 P 7 C 9 2—Find the Dog's Tongue at Dodo Perch
7 W 1 N N D 1 2 4—Find the treasure on Scurry Beach
N G J V R L T 7 J X—Loot the temple on Tum Boom Island
L 1 W 2 5 H 5 1 B—Defeat the mysterious pirate ships
W K 3 9 1 6 2 0 7 H—Rid Crooked Cove of the mysterious pirates
C K X 5 Y H R N G 6—Destroy the fort at Hispanola
L H W 2 8 9 1 1 B 8—Explore the Aztec temple at Hispanola
P 3 7 C H T G P—Defeat the Spanish fleet
N G J 7 5 7 0 V H—Defeat the ghost pirate fleet
O T T 6 T W M 7 8 5—Escort the Governor to meet the Spanish ambassador
T 1 F X 4 B P 3 K C—Find the Aztec coin on Dead Man's Eye
6 1 9 6 4 N Z P P C—Bring nine lanterns to the cliff top
S 3 W M Q 6 J 7 6—Battle the Black Pearl at the Isle of Muerta
7 W 2 0 5 8 1 7 1—Follow the Black Pearl through the caverns
X W 5 6 H 7 3 1 5—Find and defeat Barbosa
L H Y 7 H Q 4 W 7 B—Final battle with Barbosa

PITFALL: THE MAYAN ADVENTURE

Unlimited Continues
When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press B repeatedly, instead of being reduced by just one, you'll see your remaining continues change to "0." If you're—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.
Stage Select
At the title screen, wait until the booming announcements, then press L, SELECT, A, SELECT, R, L, SELECT, you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold SELECT and use the L and R buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note With the code in place, if you press SELECT while the game is paused, you'll be sent back to the title screen.
Level Warp
With the stage select code in place as described above, start a game, then hold the SELECT button and you can use the D-pad to move Harry Jr. to any part of the current stage.
Infinite Weapons
With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the SELECT button and press B; you'll see the item counters jump to 99.

PLANET MONSTERS

Passwords
H 7 2 3—Level 2 (Egghunt)
F O R 0 2 3 (Coco)
Z W W P—Level 4 (Lapinor)
S R B Q—Level 5 (Siny)
G 2 W 7—Level 6 (Crabki)
Z 6 F—Level 7 (Dragon)
K O C 3—Level 8 (Rhinos)

POWER RANGERS TIME FORCE

Password
Enter the password "Q 9 S D" to start the game at the last boss.

POWER RANGERS WILD FORCE

Passwords
L M S B T—Ghost Town / Turtle Cove Park

3 4 5 B T—Factory
M 3 9 B B—Turtle Cove Harbor
N 5 9 B 8—Cruise Ship
P P S B G—Temple Ruins / Jungle
7 P S C J—Annular um

R-TYPE III: THE THIRD LIGHTNING

Passwords
At the main menu, highlight "Resume" and enter any of the following passwords to warp to the desired level:
5 B D G B—Stage 2
5 H H Q—Stage 3
5 M G L—Stage 4
5 B F L—Stage 5
5 W D L 0—Stage 6

RAMPAGE PUZZLE ATTACK

Passwords
K X P P N L P T N Q—All stages and characters

RAYMAN ADVANCE

Secret Codes
At any time during gameplay, press START to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will be forced to wait the current level to see the effects of the "Unlock all levels" code:
99 lives—Left, Right, Down, Left, Left, R
Unlock all levels—Up, Left, Right, Down, Right, L
Invincibility—Right, Up, Right, Left, Right, L
All powers—Down, Left, Right, Left, Up, L
25 extra Rings—R, Up, Left, Right, Left, L

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters
Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code.
Michael Jackson—Highlight the word "Arcade," then press Left, Left, Right, Right, Left, Right, then L & R simultaneously.
Rumblani—Highlight the word "Championship," then press Left, Left, Right, Left, Right, Right, Left, Right, then L & R simultaneously.
Shaquille O'Neal—Highlight the word "Survival," then press Left, Left, Left, Left, Right, Right, Left, Right, then L & R simultaneously.

REIGN OF FIRE

Passwords
9 X L G S B 7 8—See the credits (this code also unlocks all of the levels at the Rankings menu).

THE REVENGE OF SHINOBI

Passwords
6 B M F N N G - V L & Y - F W Z 5—Unlock all stages

THE RIPPING FRIENDS

Passwords
Choose "Password" from the main menu, and press Right, L, Up, Down, B, Left, Right, Left to unlock all levels in one-player, multiplayer and Deathmatch modes.

RODENTEC: THE MACROSS SAGA

Cheat Codes
Enter these codes at the title screen, while the words "Press Start" are flashing. You'll hear a chicken clucking each time you enter a code.
Unlock all missions—Up, Down, Up, Down, L, R, L, R, L
Infinite lives—Right, Right, Up, Up, L, L
Maximum upgrades—Up, Right, Down, Left, R, L, L, L
All characters—Down, Down, Down, Down, L, R, L

ROCK 'N ROLL RACING

Secret Characters
At the Character Select screen, highlight Tarquin, then hold L & R + SELECT and press Right. Out from the men's Lost Village will become playable in both Normal and Vs. modes.

Secret Race

Choose Vs. mode at the main menu. Select your player and vehicle, then choose "Change Player" from the menu at the bottom of the screen. Highlight the planet HNO, then hold L & R + SELECT and press Right. Now you can race against 181. Slash on the Inferno track, which is available only in Vs. mode.

ROCKET POWER: DREAM SCHEME

Passwords
R 1 P 3 5 6 B T—Unlock all levels

RUGRATS: CASTLE CAPERS

Passwords
J 5 1 R 1 K 5 1 X C F J—Unlock all levels

RUGRATS: I GOTTA GO PARTY

Passwords
Z N F T R J—Unlock all Level Play levels

SCOOBY-DOO: MONSTERS UNLEASHED

Passwords
S O B Y 3 M T B—Unlock all areas

SCOOBY-DOO AND THE CYBER CHASE

Cheat Mode
Enter "C H T M D 7" at the Password menu to unlock the following functions:

- Hold SELECT and press L to skip the current stage
- Hold SELECT and press R to have the current character captured by the Phantom Virus
- Hold SELECT, then hold START to play in slow-motion

• Sound test options will appear at the bottom of the Options menu (press B to hear each sound)

Stage Passwords

G L E D 1 0 T R—Level 2: Roman Cosmos
C 3 3 P 1 3 B—Boss: Monster: The Creeper
S P L O 5 H—Level 3: Ocean Chase
J V M G L D V P—Level 4: Prehistoric Jungle
G 0 T R H G L—Boss: Monster: Gargoyle Ghoul
T C R B L L Y—Level 5: Arctic Snow Chase
A 5 P O T H—Level 6: Ocean Bunkwark
R N F Y C 3—Boss: Monster: Old Iron Face
O M V 2 M 3 N T—Level 7: Video Arcade
P 5 K Y K I D 5—Start in the Video Arcade with all items and all CDs available in the University Lab
W H O D N N 1 T—Ending

THE SCORCHION KING: SWORD OF OSIRIS

Stage Select + Character Select
At the main menu, select "Continue," then press Down, Down, Right, Up, Right, Up, Right, Down, Down, START. A stage select menu will appear. At the stage-select menu, point the arrow to the name of the stage you want to play, then press START to play as Mathysu or SELECT to play as Cassandra.

SEGA SMASHPACK

Ecco the Dolphin: Cheat Menu
Press the game and move Ecco left and right. Start START to pause while Ecco is turning— you have a car! After the car, the title menu. Next, press Right, B, R, B, Down, R, Up. A cheat menu appears, offering such options as stage select, invincibility and more.

Sonic Spinball: Cheat Menu
Choose "Options" from the title screen, then when the Options menu appears—press L, Down, R, Down, A, Down, L, R, Up, L, A, Up, R, A, Up; you'll hear a fanfare to confirm the code. Now return to the title screen and enter one of the following codes:

- Hold L and press START to warp to the "Lava Powerhouse" stage
- Hold R and press START to warp to the "Machine" stage
- Hold A and press START to warp to the "Showdown" stage

Sonic Spinball: See the Credits
Choose "Options" from the title menu, then when the Options menu appears—press A, Up, R, Up, L, A, Up, R, Down, A, L, Down, R, L, Down; you'll hear a fanfare and the game's credits will appear.

SHAUN PALMER'S PRO SNOWBOARDER

Passwords
Q F 1 7 M P 9 N 5 C M 4—All boards and levels unlocked for Shaun Palmer

SHINING SABLE

Stat Boost
At the beginning of the game, if you name your character after one of the classic *Shining Force* heroes, they'll receive a status boost in the field most useful to that character's class. For example, if you name your warrior Max, he will receive a +10 boost to his strength. You won't see the stat increase until after the game starts and you take control of your character.
Max—Gives Warrior +10 Strength
Arno—Gives Wizard +10 Intelligence
Hans—Gives Archer +10 Vitality
Blew—Gives Dragonite +10 Dexterity

THE SIMPSONS: ROAD RAGE

Unlock All Characters, Vehicles and Missions
Choose "Options," then select "Set Password" and input the following Simpson character names: Maggie, Willy, Bart, Chief Wiggum, Apu, Ned, Krusty, Barney.

SONIC ADVANCE

Play as Sonic
Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press Up, Left, Down, Right, L, Right, R, Right, A. You'll hear a chime to confirm. Now Sonic'll be playing at Sonic with Tails following behind you, just like Sonic the Hedgehog 2 on the Sega Genesis.

SONIC DREAM

Combo Attacks
Play through Story Mode with all of the characters until you get to Emel's Story. While playing as Emel, enter the Sonic Team build-up menu. Play City and you'll be able to use these passwords to unlock Emel's combo attacks:
7 5 1 9—Sonic Combo data card
C T D—Tails Combo data card
A H V D—Rouge Combo data card
Y U 3 D—Knuckles Combo data card
A l o g—Amy Combo data card
2 5 A—Cream Combo data card
S r m l a—Shadow Combo data card
Z A u e—E-102 Combo data card
E k i T a—Chris Combo data card

SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

Auto Play Mode
At any time during game play, hold L + R and press Up, Left, A, Left, A, Down, Right, B. Right, Up. You'll hear a shout to confirm the code. Now the game will play itself.

SPIDER-MAN: MYSTERY'S MENACE

Password
Enter the password "V 3 3 1—" to begin the game with all levels unlocked and all items.

SPONGEBOB SQUAREPANTS

HAIRIE FOR BIKINI BOTTOM

From the main menu, choose "Continue," and enter any of the following passwords:
H Y K 3—Level 1: Hi Ho Mystery, Aways!
Q 6 T 3—Level 1-3: Rootoot from the Goo La gon

B 1 D 3—Level 1: A Pease Please Kelp Me
L 2 F 3—Level 1: 5 Nuts and Gets the Neighbor-

hood
S 5 P 3—Level 1: 6 Nuts and Bolts
M 5 D 3—Attack of the Steel Squirrel
L 2 5 6—Level 2: Gone Jellyfishin'
B Y K 4—Level 3: Short Circuit
L X T 6—Level 4: No Hugging Allowed
C Y B 6—Level 5: New Robotropop
R Y P 6—Level 2: To the Mermaid!

R 7 F 6—Star Power
Q 5 P 4—Level 3: Around the Way Sponge
R 5 P 5—Level 3: Sea Urchin and Jellyfish
M 9 J 4—Level 3: Mystery Lonesome
B Y T X—Level 3: Hitting the Slopes
R 5 X 4—Level 3: Into Cog-Neato
M 2 F 6—Level 3: 6 Robots in the Skies
M 1 F V—Squid Vicious
B 5 P V—Level 4: 1 Came from Rock Bottom
L X F V—Level 4: Deep Trouble
H 1 Y 5—Level 4: Escape from Sand Mountain

M 2 J Y—Level 4: Back to the Seacave
C 1 J Y—Level 4: Incredibly Robustion
M 5 5 Y—Level 4: Plankton's Inner Sanctum
C 2 F Y—SpongeBob's Stealths

SPONGEBOB SQUAREPANTS: SUPERSPONGE

Password
Enter the password "W M B T" to select any level.

SPORTS ILLUSTRATED FOR KIDS: BASEBALL

Cheat Codes
Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all star players to your roster:
B E S T B U Y 1 9—Michael Young (1B)
E 3 1 9—Eddie Penn (CB)
B A M S T A R—Riley Waters (SS)
G A M E T O P—Kerith Fisher (3B)
S I K P O W E R—Teacupson Brown (LF)
E B 3 4—Matoe Gordon (CF)
G O C I R U T—Mark Modesto (RF)
T O Y R U S C M—Matoe Demoni (C)
T A R G E T P L Y R—George Stocks (P)

SPORTS ILLUSTRATED FOR KIDS: FOOTBALL

Cheat Codes
Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all star players to your team:
C I R C U T F U N—Mark Harsh (QB/SS)
T A R G E T S T A R—Ryan Hunter (RB/SS)
T O U C H D O W N—Sammy R vera (LE/RB)

B E S T B U Y P W R—Wayne Selby (CRT)

R 2 O N E S T A R—Hal Church (LG/LB)
R 2 O N E S T A R—Eddie Penn (LB/RB, B)
B A M P L Y R—Mac Marshall (RB/RF)
S I K P O W E R—Mac Marshall (RB/RF)
S I K S T A R—Sandy Sanders (RB/LB)

SPY HUNTER

Secret Codes
Enter any of the following codes as your name when creating a new agent. If the corresponding cheat will then be active, but only when using that particular file:
E D A C R A—Unlock Arcade Mode
S P A R S P Y—Unlock "Super Agent" difficulty option at mission select menu
B U Y W K D A—Unlock all cheats at System Options menu
Unlock Everything
Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST." Next, select the second agent file and enter your name as "GAME," then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.
Blood Code
During any of the "Eliminate Chickens" stages, press START to pause, then press Left, Right, Right, Right, Left, Left, A. To make the chickens bleed when you hit them. Enter the code again to disable it.

To reset the "Top Agents" high score table in Arcade Mode, press Up, Down, L, R, L at the copyright screen that appears when you first turn the game on. To erase the entire memory—including all saved game data—press Left, Right, Left, Right, R, A at the copyright screen.

SPYRO: SEASON OF ICE

Cheat Codes
At the title screen—while the words "Press Start" are flashing—enter any of the following codes:
C W 3 5—Select the name of any stage in the Atlas and press it to go there—Down, Up, Down, Left, Right, Up, Left, Up, A. Unlock all Portals—Down, Down, Up, Left, Right, Up, Down, A.
L 1 F 5—Left, Right, Right, Right, Down, Up, Right, Up, A.
Infinite energy in Sparx rounds—Down, Up, Down, Left, Right, Right, Left, A.
Infinite Sparx in Sparx rounds—Down, Up, Down, Left, Right, Left, A.
Infinite Sparx in Sparx rounds—Down, Up, Down, Left, Right, Left, A.
The special features are as follows:
• Hold L and press SELECT for all keys
• Hold Up and press SELECT for shield power-up (L button)
• Hold Left and press SELECT for rapid-fire Powerup Shots
• Hold Down and press SELECT for homing Powerup Shots
• Hold Right and press SELECT for Smart Bomb Powerup Shots

SPYRO: SEASON OF FLAME

Secret Codes
At the title screen, press Left, Right, Left, Right, Right, Up, Down, B. You'll hear a special sound effect after entering the code correctly. Now, when you start a game, your stock of lives will not decrease after you die.

STAR WARS: FLIGHT OF THE FALCON

Cheat Codes
Enter the following during game play, press START to pause, then hold the L + B buttons and press Up, Right, A, START, A, Down, A, START, START. The game will automatically pause. Press START to pause again, then press A to enter. Now you can enter the following cheat codes by choosing "Password" from the main menu:
S P V D—Infinite shield
L O G—Infinite lives
B O G—Unlimited missiles
G O G 6—Rapid-fire for main weapon (hold A button)
F M X K—Unlock all levels
G O D N O W—Add "View Credits" option to Options menu
F 4 C 3—View developer image gallery

STAR WARS: JEDI POWER BATTLES

Secret Codes
V C J X V—Level Select for Force Windu or Darth Maul
V H R 3 B F J—Level Select for Qui-Gon Jinn

STAR WARS: THE NEW JEDI ARCADE

Cheat Codes
Enter any of the following codes at the password menu. An "Invalid password" message will appear, but the cheats will still take effect:
2 D 4—Enable stage select (press L or R at the main menu to choose a stage)
F R C—Unlock all force powers
B T 2—Start with 200 health and Force power
S E Y—Play as Luke Skywalker
B T W—Diagonal control scheme
L N G—Unlock "Language" option at Options menu

STAR X

Cheat Passwords
Choose "Start" from the main menu, then select "Password" and enter any of the following codes:
G S H A R D—Infinite
G S B O O M—Invincible Smart Bombs
G S A K—Always have max. weapons

SUPER MONKEY BALL JR.

Cheat Codes
Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered very quickly or they won't register.
Unlock all stages in Practice mode, all minigames and "Credits" option at the Game Options screen—Down, Down, Up, Left, Right, Left, Right, B A.
Blocky graphics with improved frame rate—Left, Left, Right, Right, Down, Down, A.

SUPER PUZZLE FIGHTER II

Play Against Devilot
To play against Devilot in Arcade Mode, you must accomplish five different things:
1. Defeat an opponent within one minute in one round
2. Have at least one Super Combo
3. Have a "Max. Chain" of 4 or more
4. Have a "Max. Power Gem" of 20 or more
5. Reach Stage 7 without using any continues
Play Against Dan
To play against Dan in Arcade Mode, you must accomplish five different things:
1. Never defeat an opponent within one minute in one round
2. Never perform a Super Combo
3. Have a "Max. Chain" of 3 or less
4. Have a "Max. Power Gem" of 18 or less.
Use at least one continue before reaching Stage 7
Secret Characters
Each of the following codes works at the character-select screen in Arcade Mode or Link Battle mode:
Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, A.
Akuma (Player 2)—Highlight Felicia, hold SELECT, press Down, Down, Down, Right, Right, A.
Dan (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, A.
Dan (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, A.
Devilot (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, A. (same as Dan code, but you must press A at the exact moment when the timer is at the 10-second mark)
Devilot (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, A. (same as Dan code, but you must press A at the exact moment when the timer is at the 10-second mark)
Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, A.
Hsien-Ko's sister (Player 2)—Highlight Felicia, hold SELECT, press Left, A.
Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, A.
Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, A.
Secret Characters (Versus Mode)
Each of the following codes works at the character-select screen in Versus Mode:
Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold SELECT, press Left, A.
Hsien-Ko's sister (Player 2)—Highlight Morrigan, hold SELECT, press Right, A.
Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, A.

TACTICS OGRE: THE KNIGHT OF LODIS

Music Mode
At the title screen, select "New Game" When the "Enter Name" prompt appears, enter "MUSIC OG" as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

TEENAGE MUTANT NINJA TURTLES

Extra Difficulty
At the title screen—when the words "Press Start" appear—press Up, Down, Down, Left, Right, Left, Right, B, A. You'll hear a chime to confirm, now the "Very Hard" difficulty setting is unlocked.
Bonus Game Passwords:
L S M M 3—Unlock Course 1
S 5 L D M—Unlock Course 2
M 5 S L D—Unlock Course 3
S 5 L D M—Unlock Course 4
L S D R M—Unlock Course 5

TERMINATOR 3: RISE OF THE MACHINES

Secret Codes
N R B B—Level 2: Freeway System
R W H G C—Level 3: Loved LA
N W G G C—Level 4: Future CRS
S 5 L D M—Level 5: Robot Factory
L H F G C—Level 6: Encounter
N R P G D—Level 7: Graveyard
R L P G C—Level 8: CRS Compound
L W R H G C—Level 9: Test Area
J G S G F—Level 10: Give Me Shelter

TETRIS WORLDS

"Regular" Mode
Choose "Marathon" from the main menu, then hold L and press SELECT at the "Select Game" screen in Marathon mode. A new option called "Regular" will appear, this mode features simplistic graphics which are more like the original Tetris and does not include the "Ghost Piece" feature.

TOP GEAR RALLY

Secret Codes
Choose "New Game" from the main menu and enter any of the following codes at the "name entry" screen:
r o u g e s—All obstacles are replaced with coins (a coin which can be used right through)
m o n o w a l k—Low gravity
r o c k e r s—Tiny car
h o v e r c a r—Hover car

URBAN VICTORY

Secret Codes
Choose "Continue" from the main menu, then enter any of the following passwords to begin at the stage indicated with three cred its:
F O R E W O R D—Level 1: Industrial Island
H A M S T E A K—Mini-Game: Soup Kitchen Manager
N I T E T I M E—Level 1: Industrial Island (Part 2)
V E N G E F U L—Level 2: The City
P I N G P O N G—Mini-Game: Discus Tournament
D U M P S T E R—Level 3: The City
I T E R I A T F—Mini-Game: Lazy Sawyer o' Fun
C I T I Z E N S—Level 4: The Suburbs
P R O V I D E R—Mini-Game: Yeti Chicken Ranch
T O N Y G O L D—Secret cheat menu
B S W S B W—Weird screen

THE WILD THORNBERYS MOVIE

Password
H B 5 F—Unlock all stages in Story Mode

WOLFEINSTEIN 3D

Secret Codes
Press START at any time during the game to pause, then enter any of the following codes at the Options menu:
All weapons and keys for the current level will be health and ammo—Hold L + R and press A.
B, A, B, A, A, A, A.
Invincibility—Hold L + R and press A, B, A, A, A, A, A.
hold SELECT, press the next floor—Hold L + R and press A, B, A, B, B, B, B, A. (enter this code in the first level to play a secret stage)
Skip to 9th floor—Hold L + R and press A, B, A, B, A, A, A.

YOSHIS' ISLAND: SUPER MARIO ADVANCE 3

Bonus Stage Menu
At the stage-select screen, hold the SELECT button and press L, L, B, A, R. A secret menu will appear that allows you to play any of the game's mini battles.



**Codes for use with
Action Replay Max
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube)**

PlayStation 2

Samurai Warriors

V156-45X8-DNANQ + YB0U-5YVE-RTBRM—[M] Must be on
QSEV-7R8A-6WXA2 + 7CXX-N57R-N27M—999 kills (Player 1)
URQH-W4EA-5196P + H4H3-9EYX-RG5FZ—999 combo points (Player 1)
B6GA-M6CG-5E70U + JEBZ-N52K-YHVY5—9,999 kills (Player 1)
EJCF-12F4-1215V + C0D0-TWMM-PMWKK—Max. EXP (Player 1)
V84Y-8H2V-V0V39 + A7E7-DV69-VCPPH—Max. EXP. Shinobi (Player 1)
MJBW-QZ3D-CMWY7 + A7Y7-CDBE-WQHAS—Max. EXP. Teppou (Player 1)
KPMH-QD3D-X2FDM + 81CZ-ARND-UR5G7—Max. EXP. Kengou (Player 1)
4E53-9CTU-KKERF + 8C0D-4PBX-K45CW—Max. skill points (Yukimura Sanada)
WW5D-ADYD-HJ0EV + 84J9-5SDI-XQ62Y + UXCA-2RJS-EKQEZ +
ZD5J-KWZ7-ENKEA + NHQ7-GYRE-G5B91—All skills Level 3 (Yukimura Sanada)
64UUV-A260-1U8T1 + VF48-8JPM-AQ37X—Max. skill points (Hanzo Hattori)
W67B-DHCZ-TBD48 + 2271-G1JN-KW8WD + UXCA-2RJS-EKQEZ +
JKW8-K9QX-RKAD3 + E7V8-78VM-Z147B—All skills Level 3 (Hanzo Hattori)
8VUQ-B9MM-85F6G + CP9R-875U-ZCQ9P—Max. skill points (Oichi)
KYAF-48XU-07BR9 + 4HYZ-KW73-ZZYCY + UXCA-2RJS-EKQEZ +
K67Q-BTXQ-N40HM + A3YK-ASKK-MVHD1—All skills Level 3 (Oichi)
AD55-NUVY-QC68C + R303-81FD-8FR53 + UXCA-2RJS-EKQEZ +
MNAN-GMPE-HZMGY + BWAD-Z215-942KK—All skills Level 3 (Kenshin Uesugi)
EN0B-6UK6-4K21E + RJ6M-9026-XQ7AH + UXCA-2RJS-EKQEZ + C08C-
4EYV-ASVJT + AZKV-ASKK-MVHD1—All skills Level 3 (Mitsuhide Akechi)

Syphon Filter: The Omega Strain

4Q0Q-5JXD-DZB89 + TPVE-02HE-JZU3N + YGXM-6PY8-MAE5Q +
X0Y3-ZQ08-1CKCW + KCUA-N1J5-VR1DD + E3Y5-E1D1-EF849 +
HJJE-EBU3-KX8AW + 79KH-WUKD-8N2KQ—[M] Must be on
85HV-EZRX-1GRKQ + WQTC-FE5Q-7W4NY—Infinite ammo
VCUT-AWRF-50ZC + 24ZQ-RC3N-KGWJ7 + NYV7-QQZB-AKJF8—
Infinite health
V0HU-YUXC-PDK6B + Y2FO-6KVF-H4Y1A—Non-aggressive AI
300Z-HPCA-ZF2WM + K310-TUTG-CEFIY—Open weapons
XA3F-1F6K-RZHYK + 67F5-RPH1-UBVVE—Open levels
Z2QV-M7WV-EG8HK + 88AF-RHFB-M372C—Open ratings
4FMW-Z4V7-CPBY5 + BBNF-EA0N-7AV1Z + EQUE-MNQQ-HN6RU +
J55X-ZXGB-144RX—Play once to complete all objectives
5E3Z-J2NA-YVR0D + 49RH-HAWB-608HV + WY19-UJ0Z-U4UAP—
Maximum flashlight

GameCube

WarriorWare Inc.: Mega Party Game\$

X69U-9UG4-9FXAV + MJ18-YVVF-JT9EJ—[M] Must be on
BCB6-1N04-AJPT2 + 564U-JR4Q-GCQV7—All multiplayer games
unlocked
TWNO-K7J5-HYQD1 + DS1V-7GZF-PNZP4 + 4AMX-JBZV-8XB8Y +
M158-QQD5-BT408 + QUBR-NFVW-R9H27 + 2WPC-5DKR-T5BXP—
Infinite tries, Single Player: Album
HPUX-V4V3-CF95P + 9AJB-2R3N-08X3V—All games/movies/etc.
(Profile 1—Boy)
Y2K7-KZ4N-AP5H0 + 7Z1D-MQ2X-VKWE—All games/movies/etc.
(Profile 1—Girl)
N6D7-F1G7-KAYK3 + 1XUN-559Z-GRXBM + 795R-07KK-9R82B—Album
beaten (Profile 1)
Y847-JV44-H3E24 + 13WM-VABR-T09RR—All games/movies/etc.
(Profile 2—Boy)
V4T4-6FHN-18VPT + 2YD9-Z9ZT-622U0—All games/movies/etc.
(Profile 2—Girl)
8WV7-THXC-JC771 + 9R9T-X5EF-0CYEV + PBNG-7ZQM-ZJ2AC—Album
beaten (Profile 2)

Metabots: Infinity

AM38-9ERN-7YTRG + 40JN-IPD1-DY1XJ—[M] Must be on
JXVU-IRU5-T97WV + 9E4Y-CM35-7FACU—Infinite time (Attractions)
NV3D-7PWQ-3QVAB + 7ZDN-50ZC-DAKTA—Infinite time (Robotics/
Missions)
W955 MB5W-K6K2X + Z3D0-AQHE-4XN1E + UV8E-Y1XT-PEP2W +
20Y5-P8MQ-W1N82 + 2HJ9-ZJMA-78KF1—Infinite energy
67GD-RMMU-QYM77 + 0PJZ-CXQ4-Q6A5Y—Infinite ammo
GCA7-WQUN-Q8YXF + NC4J-MBIX-KK6JX—Medafore always full
ER17-70F2-B47EE + K5AN-VYFK-B61VD + FR6E-EVVC-TB0YU—Moon
jump (hold Z)



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Fight Night 2004

945A9162-9CB4A5E8 + FBCHB89-9F56C100 + 2AD5A6AA-9276C129 +
2456F608-1E7CC010 + 24C3E604-1654C138 + 24D2A628-9674C18A +
24C0B68A-9A57C1A8 + 245586A8-1674C199 + 24C4A6EA-1276C089 +
2457A4A8-0674C108 + 24508428-1E7CC028 + 24D4B488-9256C119 +
24C3E404-1654C13A + 2452A428-9674C188 + 245584A8-1674C1A9 +
24C4AC8A-1276C099 + 2457A4A8-0674C188 + 24508728-1E7CC008 +
24D4B784-9256C129 + 24D0BF2C-1668918 + 24D18784-9F7CC139 +
24D08728-1674C188 + 24D14E8-127657D0—[M] Must be on
0408B728-1674C188—Infinite health (Player 1)
04D0B728-1674C18A—No health (Player 1)
0450B729-1674C188—Infinite stamina (Player 1)
04D0B729-1674C18A—No stamina (Player 1)
0450B728-1674E188—Infinite health (Player 2)
04D0B728-1674E18A—No health (Player 2)
0450B729-1674E188—Infinite stamina (Player 2)
04D0B729-1674E18A—No stamina (Player 2)

NBA Ballers

949094A6-96654EC—[M] Must be on
24DA11A8-1016C39C + 24DA12AB-1096C30D—Ultimate score code
(Player 1)
248ABDFE-A0D405C1—Infinite Juice (Player 1)
244CC92E-FAB31A37—Rags to Riches: Max. cash (Profile 1)
24909028-360533C—Rags to Riches: Unlock all specials (Profile 1)

Onimusha 3: Demon Siege

94C131B0-9F66467C—[M] Must be on
25D01728-1549198—Infinite vitality
24D01438-30B48539D—Infinite Sub Weapon
15903469-15749788—Infinite Ogre Power gauge
24908588-30F457F8—Infinite Onimusha Mode
25D01728-1549198—Max. vitality
15903468-15749788—Max. Ogre Power gauge
2515347E-9864D63A—Max. souls
2515347E-9864D61A—Max. total enhancement points

Resident Evil: Outbreak

94D0B9FE-846E0F4E—[M] Must be on
2490A5E8-54B0D3DD—Virus level never goes up (single play)
24C6BDAE-FCE31A10—Infinite health (single play)
249017A8-30F15D79 + 249391C8-3230C7B9—Press and hold L2 to
freeze escape time (single play)

Game Boy Advance

Mission Impossible: Operation Surma

9FA477-CA2775 + CA7F38-228BD8 + 8ED7A1-10A202—[M] Must be on
9686AC-FD040A—Infinite health
C7AB7C-E3042E—Stop timer
3E8FE8-40E405—Always disguised

R-Type III

92B800-CA2BA5 + 000008-280004 + 100298-840007—[M] Must be on
000000-200200 + 330043-C80002—Transparent (hold L)
330043-C80004—Infinite ships
730040-D40030 + 330040-D50002—Quick charge
330040-E40000—No overheat
330043-C80004—Maximum speed
730043-B40000 + 830043-B4C350—Start with high score

Serious Sam Advance

981772-FA9288 + 38AE40-DEB045 + 739CD6-B60512—[M] Must be on
A054C8-A3CCBA—Infinite lives
799256-2D6036 + 789B26-82077A + 703AAA-639E58—Start with high score
515064-A46412 + A05C1E-387AF—Infinite health (1st stage)
515064-A46412 + 83AC0C-5A732D—Infinite armor (1st stage)
515064-A46412 + 3C6F89-FB0714 + 515064-A46412 + 88AE8F-525BDB +
598244-256810—Have all weapons + ammo (1st stage)

Shining Soul II

937E99-A11891 + 771E46-82077A + 703AAA-639E58—[M] Must be on
148BC8-EC2477 + D83BAF-0A2688—Infinite cash
104178-7BF50E—Infinite HP
A5CD38-E7DD56—Max. HP



TIPS & TRICKS



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A BULLET IN TIME

I read in another magazine about how cool it would be to have a game in which tachyon projectiles were used. They said tachyons move faster than light. Tachyon projectiles could be fired upon a spot once occupied by your target. The bullet would travel back through time to strike the target. It sounds cool until you really think about it, of course.

The way I see it, no one truly knows about time travel beyond theories and outright speculation. The truly bad thing about time traveling is that nobody knows how far back they will go.

You would not be an efficient assassin, but a mass murderer. Dozens, hundreds, even thousands may have stood upon that spot. Which also would rendered any of their children nonexistent. We're talking genocide, from just one shot!

Yeah, some game that would be. "Game over" the very first time you squeeze the trigger. Oh, one more thing those geniuses forgot to take into account: You'd better make sure you don't fire across a path that you have taken yourself! Rather than write to them, I thought I'd share my opinion with some true professionals.

—Warren R. Smith II
Collinsville, AR

It's great to know that we have some deep thinkers out there reading Tips & Tricks.

SO CHEAP

We recently picked up a copy of *Bomberman Jetters* for only \$15. We can't figure out why it sells for so cheap. It's been that same price ever since it was released in March. We noticed that it was published by Majesco. This probably has something to do with the low price. It's a great game of

excellent quality. How come all companies don't sell games this cheap? Also, the copyright on the game says 2002, but it wasn't released until 2004. Did it get shelved for some reason? Hope you can answer our questions. We enjoy *Tips & Tricks* and look forward to it each month.

—Chris and Rebekah Williams
Nicholasville, KY



Bomberman Jetters: \$50 worth of fun in a \$15 box.

Majesco seems to try very hard to keep its retail prices as low as possible. (Have you ever seen *Iridion II*? One of the most amazing Game Boy Advance games ever programmed, it's a steal at \$15.) Most new game prices are higher because of skyrocketing development costs; when you spend over a million dollars to develop and market a game, you're not going to make much of a profit unless you sell it for \$50. In the case of *Bomberman Jetters*, the game had already been developed and published in Japan during 2002, which explains the copyright date. The developer, Hudson, has a vested interest in seeing the *Bomberman* character remain popular in the U.S., and it may have already recouped most of its expenses from sales of the Japanese version. These are just two of the reasons why Majesco may have been able to negotiate a low licensing fee for the American publishing rights, which could translate into a lower price for the consumer.

As budget-conscious *GameCube* owners, you should definitely check out *Space Raiders* from Mastiff (see our strategy guide on page 48); its suggested retail price is \$19.99.

STAPLED

I recently got the *Tips & Tricks 10th Anniversary Codebook*. I was reading about the magazines pictured in it, and when I read about *Mega Man Legends* next to the picture of issue #39, I had to agree; it was criminally under-rated. I mean, this was my favorite game for the PlayStation.

The magazine also said that issue #37 was the first "perfect-bound" issue, but my *Codebooks* are bound by staples—why are they? In the magazine, it also asked if anyone had a *Game.Com*. Well, I do.

—Brady Brockbank
Springville, UT

All of the *Tips & Tricks* *Codebooks* to date have been bound by staples. It's a production issue that we editors don't completely understand, but we're sure that there's a good reason for it. We're actually curious about whether our readers prefer their magazines stapled or "perfect bound" by glue, as this issue is. Write back and let us know what you think.

Mega Man Legends...what a classic. Ah, the memories!

YOUR CHEATIN' HEART

First, I want to tell you how cool your magazine is. It's helped me in a lot of games. But the real reason I'm writing this letter is to tell you that I've been playing *Kingdom Hearts* for about a year now and have gotten pretty far. But I have been stuck on one part for about a month. To make matters worse, every time I look in

TIPS & TRICKS Reader Art Gallery



by Steven Rector Jr.,
Louisville, KY



by Kelvin Laroque,
Glenora, Manitoba, Canada



by Johnathan White,
Ontario, CA



by Christian Hill,
Mt. Vernon, IN

your magazine, there aren't any cheat codes for this game. So if you could tell me if there are any known cheats for *Kingdom Hearts*, it would help me out.

—Alyssa Young
Eugene, OR

Unfortunately, there are no known cheat codes for *Kingdom Hearts*. We did feature a strategy guide for the game in our November 2002 issue; maybe that would help. We'll send you a copy.

THE LIFE OF A GAME SYSTEM

I am a current subscriber to three different video-game magazines. However, yours by far outdoes the other two, in terms of codes and strategy guides. I especially love the *Select Games* section, as it shows all the new releases and soon-to-come games. Anyway, I have a question. What is the average lifespan for the PS2, GameCube and Xbox? At what age do you recommend just buying a new one? I have owned my PS2 for a little over two-and-a-half years and my GameCube for nearly two years, and I have never had one problem with either. When should I expect problems to reveal themselves? Thanks very much!

—Ryan Clarke
Riverside, CA

It's impossible to say what the lifespan of a current-generation game system might be; the manufacturers don't make any promises other than the original factory warranty. Complicating matters is the fact that there are also many different models of each game system in circulation. For example, some obsessive hardware tech-heads will tell you to check the serial numbers on Xbox systems before you buy them, because the internal hard drives come from several different manufacturers; they claim that some of them are considered to be more reliable than others. With proper care and maintenance, we think it's reasonable for you to expect your PS2, GameCube or Xbox to remain functional for at least as long as new games are being made for it. However, their DVD drives probably

won't last as long as cartridge-based systems like the Atari 2600, Game Boy or Sega Genesis, which have no moving parts.

THE HUNT FOR INUYASHA

My favorite TV show is *InuYasha*; I watch it every night on Cartoon Network's "Adult Swim." I want to know where to find the *InuYasha* game for PS one. Could you please tell me where to get it, or please send me a copy? I said, "please!"

—Charles Mounce
London, KY



A future collector's item?

That *InuYasha* PlayStation game seems to be sold out at most retailers. Could this be another Dragon Ball GT: Final Bout in the making? Your best bet would be to check used game shops or online auction sites. We don't even have the game in the *Tips & Tricks* office; Jason brought in his personal copy from home so we could test the cheats in our PlayStation Tips section.

A SICK HOG'S DIRTY NOSE

I have been a long-time subscriber and adorer, first-time writer. One of these is about to change, and it is not the writer part.

I'm going to cut to the chase and get right to my point. You guys suck. I once thought that you actually were the "#1 Video Game Magazine!" but you are obviously not. Let's go through this section by section:

In the *Reader Mail* section, you choose to publish only the mail that makes you look as good as possible, as the only published letters have one topic, which is "Oh my gosh, I love you guys so much because I have no life! You are the best..." etc. etc. All the letters are obviously written by seven-year-olds with some sort of brain disorder. It sickens me.

Sure, your walkthroughs may be good and professional, but does anyone ever use them? No. You have wisely chosen to write about games that only a small group of illiterate people will play, so they don't write to point out all the flaws.

Lastly, your "special sections" (*Japan Report*, *Collector's Closet*, etc.) bite the big one. Nobody but monkeys and maybe retarded persons are interested in *Tournament Report* and the all-new controller released for the seventh time in *Gaming Gear*. Compared to the other gaming magazines, *Tips & Tricks* looks like snot from a sick hog's dirty nose. I would go on, but I'm afraid that I would overload your tiny brains.

If anyone on the *Tips & Tricks* crew had any guts, they would motion to publish this or at least respond to me. Remember, you're the #1 worst magazine of all time!

—"Spazola"
Kaispell, MT

Not only do we have the guts to publish your letter, but we're going to do it without defending ourselves in any way. We'll leave it up to our readers to determine if your comments have merit. It's too bad you didn't have the guts to sign your real name, though, because we would gladly cancel your subscription and send you a partial refund for the remaining issues.

TOKEN OF THE MONTH



front



back

This month's token comes from the Tom's World arcade in Shanghai, China. It was sent in by Billy and Jackie from Reseda, California.

Arcade players and operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name right here! Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
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8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



By Shannon Bailey,
Springfield, OR



By Zachary Bialski,
Newfreedom, PA



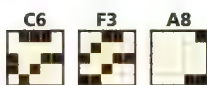
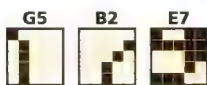
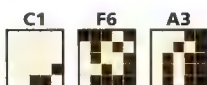
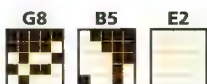
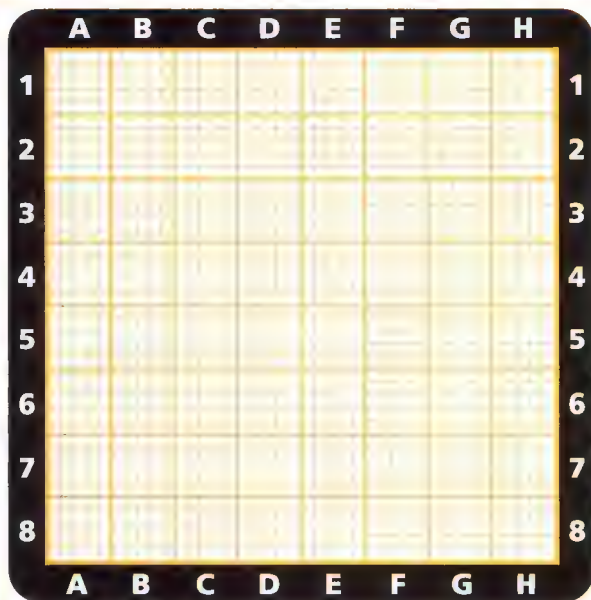


TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our monthly feature: *TIPS & TRICKS Pencil Puzzles*. Every issue will include two puzzles featuring your favorite video-game characters.

It's up to you to put the pieces together and figure out what the pictures are. Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery....

Pencil Puzzles



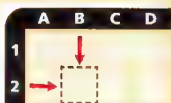
Directions

STEP 1



Pick one of the squares and examine its coordinates

STEP 2



Find the spot on the large grid with those coordinates

STEP 3

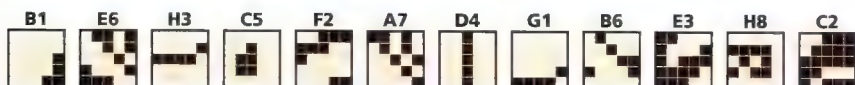
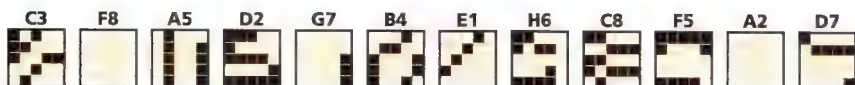
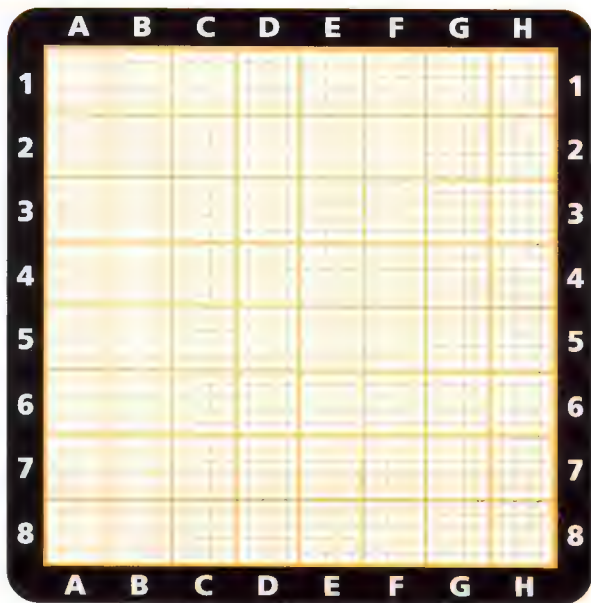
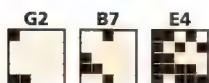


Fill in the squares on the grid the same way

STEP 4



Repeat the process until the secret picture is revealed





FINAL FANTASY WORLD

Vol. 11

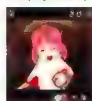
by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this new monthly column is for you!



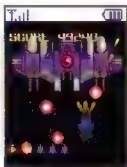
SQUARE ENIX MOBILE

Mobile phone users in Japan have been enjoying a *Final Fantasy* fix since March of 2004. With a new subscription service from Square Enix, fans can outfit their cell phones with the first *Final Fantasy* game, various *Final Fantasy*-themed wallpaper images, *Final Fantasy* character models and ringtones. When you purchase a character model, you can let your friends know how you're feeling by using buttons 1 through 9 on the phone keypad to make the character show one of nine different facial expressions. In Japan, the payment plan is a simple 500 yen (approximately \$5.00)



per month, which translates into 500 points that you can use to buy the various available goodies. For example, it costs 500 points to buy the original *Final Fantasy* game, so that's probably the only thing that most people buy in the first month. Other items can be bought for less points,

so as long as you keep up a monthly payment and keep purchasing goodies, your access to them stays active. In the U.S., Square Enix has provided access to *Final Fantasy*-themed cell phone wallpapers through AT&T Wireless' mMode service, and a shooting game called *Brave Shot* through Verizon Wireless' "Get It Now" service.



Brave Shot

BEFORE CRISIS FINAL FANTASY VII

During a press conference on May 10, Square Enix president Yoichi Wada talked about how communication technology is the next step in the evolution of gaming, and demonstrated a few clips from an upcoming mobile phone game called *Final Fantasy VII: Before Crisis*, which takes place six years prior to *Final Fantasy VII*. A character dressed in a "Turks" outfit was shown walking through town and shooting enemies. There didn't appear to be any battle menus—you just shoot your enemy and go, like in an adventure game. During one part of the demo, the character was fighting a monster by himself, then two other players joined in the middle of battle. It appears as if other players can join the fight dynamically if they have the game on their cell phones as well. Not much else was said about this title, but hopefully we'll have more news for you in a future issue.



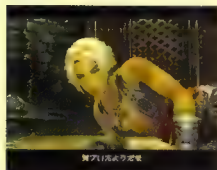
FINAL FANTASY VII: ADVENT CHILDREN NEW PHOTOS

Final Fantasy VII: Advent Children is shrouded in mystery, but here are the basic facts. The running time for this CG movie is approximately 60 minutes, and it will be released on DVD. The story takes place two years after the end of the dramatic conclusion of the PlayStation game *Final Fantasy VII*, when Cloud defeats Sephiroth and Midgar lies in ruins. Cloud retreated into solitude after this incident, but now a mysterious illness is spreading and the world needs a hero again. No release date has yet been announced, but here are a few new photos.



FINAL FANTASY XII UPDATE

The next installment in the *Final Fantasy* series has been delayed by at least six months in Japan. The original release date overseas was Summer 2004, and now it's merely "somewhen" in 2005. However,



some more specific information regarding the story has been revealed.

Final Fantasy XII is set in the world of Ivalice, which many of you may remember most recently from playing *Final Fantasy Tactics Advance*. In this world, there are two continents (Valendia and Ordalia) which are homes to two war-

ring empires, the Archadian Empire and the Empire of Rozzaria. This power struggle recently culminated in the Archadian Empire's hostile invasion of the Kingdom of Dalmasca, a small nation located between the two superpowers.

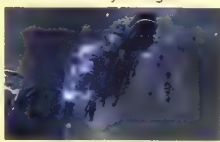
Princess Ashe, the sole surviving heir of the executed Dalmascan king, joins the underground resistance in an attempt to expel the Archadian forces, free the Dalmascan people and reclaim the throne.



The resistance faces seemingly insurmountable odds, and as Ashe witnesses the horrors of war, she begins to lose hope, but refuses to give up the struggle. It is at this low point that she meets a young Dalmascan man

named Vaan, who lost his parents during the invasion. His greatest dream is to become an air pirate, and hopefully one day own his own airship. His optimistic outlook gives her courage, and it is from this point that the main adventure of *Final Fantasy XII* begins.

The world of Ivalice is populated with a diverse group of citizens, including Humes, Bangaas (lizard men), Vieras (bunny girls) and Moogles. The interaction between these different races is affected by a caste system, and may be colored by societal prejudices.



This diversity is said to play a major role in the story. In addition to these races, there's another group known as the Judges. In *Final*

Fantasy Tactics Advance, the Judges were merely impartial arbiters of the law, but in this world, they are members of the Knights of Terror and represent Ashe and Vaan's main adversaries.

Flying vessels are said to have a major role in the game as well, although not very much specific information is known. They are going to be quite large (with one of the mid-size ships measuring about 340 meters in length) and there will be different types, such as battle ships and

cruisers. Swords and stones also play a major role. The swords are carved with the memories of fallen warriors, and their skills are preserved in stones.

Here are some additional screens from movies and real-time events from the game. They reveal a mysterious new male character with silver hair, seen walking with Ashe while she is in her wedding dress. Is he her groom? You can also see several photos of this character receiving a sword from the king, which supports this theory. However, there's no confirmation of his identity just yet.



wedding dress. Is he her groom? You can also see several photos of this character receiving a sword from the king, which supports this theory. However, there's no confirmation of his identity just yet.

Penelo

In addition to news about the delay of *Final Fantasy XII*, we've also received new information about a fifth character, a 16-year old Hume (human) female named Penelo. She's a skilled singer, dancer and fighter, and is also Vaan's girlfriend. Apparently, both of them live in downtown Dalmasca. She dislikes Vaan's dangerous lifestyle and often gives him motherly advice, which he finds a little annoying. She also lost her family in the war, but now she works at the "Bazaar" and has an optimistic and determined nature. Although she has no previous combat experience, she is following in the footsteps of her brother, who was a soldier. (Thanks to Anatole for translating the captions.)



"What are you doing? That's mine!"



"No, not 'What are you doing?'"



"What are you going to do if you get caught?"



FINAL WORD

If you have questions, comments or suggestions on what you'd like to see in this column, go ahead and send them to:

Final Fantasy World
c/o TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

At the May 10 press conference, Square Enix also revealed a new character named Basch. A video clip was shown in which he was surrounded by the bodies of dead knights and denounced the Dalmascan king as a traitor...but the game narration described Basch himself as "a knight who becomes a traitor." Unfortunately, no one was allowed to take photos—but from what I saw, he appears to be a heavily-armored knight with light hair and youthful features. Finally, for those of you who are keeping up with our *FFXII* coverage, the character Balfear's name has apparently been officially changed to Balthier.

Final Fantasy World

CHAMPIONS OF NORRATH

by Pat Reynolds

Welcome to the third of a five-part series of columns focusing on Sony's action RPG, *Champions of Norrath*. Each month, this column will take a detailed look at one of the five playable classes in the game, as well as provide tips and strategies for surviving one of the game's five acts. This month, we'll take a look at the High Elf Cleric class and walk you through Act III.

Vol. 3

CLASS: HIGH ELF CLERIC



Starting Abilities

| | |
|--------------|----|
| Strength | 26 |
| Intelligence | 36 |
| Dexterity | 27 |
| Stamina | 26 |

The Cleric is a strong melee fighter with magical powers focused on attacking the undead. The Cleric is also adept at healing and casting defensive spells that benefit the entire party. The Cleric is the second strongest melee fighter in the game, after the Warrior.

Advantages—Strong melee abilities allow the Cleric to play a frontline role in a party. Defensive and healing spells can benefit the party, while a host of anti-undead spells make the Cleric the ideal character for tackling areas that are heavy with mummies, ghouls and skeletons.

Disadvantages—Although strong in melee combat, the cleric can only wield blunt weapons. This limitation includes bows, so the Cleric is not very effective at ranged attacks.

Unique Items to Watch For—In early levels, keep an eye out for the Hammer of the Divine, a Level 7 Cleric-only weapon that boosts your mana. The Shield of the Devout seems to appear fairly often in the early areas, where it makes for a nice armament for the defense-minded Cleric. At high levels, the Rod of Annihilation is a perfect fit for the undead-smiting Cleric, with its 18% chance to destroy undead on contact. And for the Cleric who has everything, you'll want to hunt down the Level 50-only Akkirus Risen armor set, which features insanely high defense levels plus bonuses to elemental resistances.

Cleric Skills

| Skill | Required Level | Required Skills | Details | Advantages | Disadvantages |
|-----------------|----------------|------------------------|---|--|--|
| Blunt Weapons | 1* | N/A | Increases blunt weapon damage | Since the Cleric will use blunt weapons for the entire adventure, this is a no-brainer | None |
| Holy Strike | 1* | Blunt Weapons | Projectile attack that causes extra damage to undead enemies | Good projectile attack for the early areas of the game, great against the undead | Doesn't do much damage to living enemies, becomes obsolete at higher levels |
| Endurance | 5 | Blunt Weapons | Increases carrying capacity | Ability to carry more stuff equals fewer trips back to the shop | Strength is one of the Cleric's key attributes; increasing it also increases carrying capacity |
| Shield Bash | 5 | Holy Strike | Attack enemy with shield, chance to stun | Decent damage, stunned enemies are easy targets for offensive spells like Blinding Light | Must have a shield equipped to use, Cleric is already strong at melee so this skill doesn't fill any gaps |
| Healing | 8 | Holy Strike, Endurance | Heal yourself—and at higher levels, other party members | Healing without having to spend a fortune on potions is nice | Mana cost is huge, doesn't start healing other party members until Level 8 |
| Holy Armor | 8 | Endurance | Transfers some damage to mana instead of health | Keeps the Cleric alive in the midst of heavy combat | Transferring damage to mana means that you might run out of mana just when you need to cast a spell. Keep lots of mana potions on hand |
| Blessed | 8 | Healing | Faster mana regeneration | The Cleric is fairly mana-dependent, so faster regeneration is always beneficial | Mana regenerates at a good clip anyway, and every point you plug into this skill is a point that's not going into an offensive spell |
| Undead Shield | 10 | Holy Armor | Return some damage to undead enemies | Auto-damage to enemies never hurts | ...but if an undead creature gets close enough to trigger this spell, chances are you're already pounding it into dust |
| Hammer of Wrath | 10 | Shield Bash | Summon a spirit hammer to attack enemies | The Hammer has two benefits: It damages enemies and draws enemy attacks from the Cleric | Kind of weak at early levels, but it's worth pumping skill points into this skill; at high levels the Hammer is almost like a fifth party member |
| Blinding Light | 10 | Blessed | Confuses nearby enemies and causes damage | The best spell in the Cleric's arsenal, hands down. Confused enemies won't attack you, and damage is huge | You'll need to be close to the target to use the spell |
| Repulse Undead | 15 | Undead Shield | Repels and damages nearby undead enemies | Not only does it damage the undead, it knocks them away from you as well! | Only useful against the undead... and when you hit Level 25 and learn Dismiss Undead, this becomes obsolete |
| Root | 20 | Blinding Light | Freezes enemies in place | Frozen enemies make great targets for Blinding Light | You'll need to put a bunch of points into it before it really becomes useful with a decent chance to take effect |
| Convert Enemy | 15 | Blinding Light | Chance to cause a non-undead enemy to join your side for a limited time | Letting tough enemies battle it out among themselves keeps your party healthy longer | Effect is temporary; you'll need to fight that monster eventually |
| Dismiss Undead | 25 | Repulse Undead | Causes extreme damage to undead | The ultimate anti-undead skill. If you're heading into an undead-heavy area with a Cleric and have this spell, you have no worries | Mana drain is extreme, only useful against undead |

* The Cleric has 1 skill point in this skill at the start of the game

ACT III STRATEGY GUIDE

The following information will help you complete Act III of the game. Certain enemies drop items that can be added to weapons and armor to give them special properties. These items are listed after the monsters that drop them. These items can only be dropped by these enemies, and are very rare.

Water's Edge

Enemies: Froglocks, Sea Creatures

The longest chapter in the game, Act III is also the only chapter that does not make a shopkeeper available immediately. You must find the town of Water's Edge (from the small starting island, run around the shore until you find a path of shallow water leading to a larger island) and from there, you'll need to go into the sea caves and rescue Rondo, the shopkeeper, from a band of dark elves. With this early mission accomplished, Water's Edge will become your "home base" for the rest of the chapter.



Hidden Shore

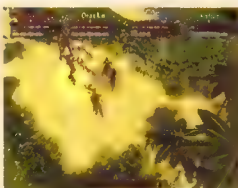
Enemies: Froglocks

To reach the Hidden Shore, you must enter the broken portal in the sea caves, just past where you rescued Rondo. Here you'll find the entrance to the Underwater Cave, which is inaccessible for the time being. You'll also meet Kerriel, a mermaid, who asks you to bring her a conch shell.



Boss: Cyclops

You'll meet this beast about halfway through the Hidden Shore's winding passages. It's best to hit him from a distance with spells or arrows, as one hit from his massive club is enough to kill even a tough fighter at this point in the game. If you must get close to battle the Cyclops, try running around him and hitting him before he can turn to retaliate. The Cyclops guards the entrance to the tropical caves, which lead to the next area.



Western Island

Enemies: Froglocks, Orcs, Dark Elves

In order to access the Underwater Cave back at the Hidden Shore, you must free Babik Nurn from his cage. He won't come out until you've slain all of the slavers on the Western Island. There's a handy counter at the top of the screen to let you know how many slavers remain—be sure to scour the caves on the island to find all of the orc and dark elf slavers. When you've killed them all, return to Babik to set him free, then return to Water's Edge and find Babik on the small island at the end of the long bridge; he'll give you the conch shell that Kerriel wants. Return to Kerriel at the Hidden Shore and she'll give you the ability to breath underwater. Finally, you can enter the Underwater Cave.



Underwater Cave

Enemies: Skeletons (Bone Chips)

Skeletons are slow to begin with, and being underwater doesn't help their momentum any.

These water-logged skeletons are no threat against any ranged weapons, simply pick them apart as they slowly advance toward your party. Your goal is to find another of the broken portals that litter Act III and enter it.



Ashen Plain

Enemies: Giant Scorpions, Mummies

The weirdness that is Act III continues here—a moment ago you were in a water-filled cavern, now you're standing in an expansive desert! Three items of note here: a non-functioning portal and two temples, one of which is sealed. Head into the non-sealed temple first. The giant scorpions have armored shells that have a high chance of deflecting arrows. If you're playing a Ranger or another bow-wielding character, it's better to attack the big bugs with your melee weapon rather than waste arrows against their thick hides.



Mormoz's Temple

Enemies: Mummies

The temple of the mummy king Mormoz is one of the toughest areas in the game. It's difficult because of the mix of enemies you'll face, including warrior and mage mummies. The mages can bring defeated mummies back to life, and their area spells are devastating in the closed chambers of the temple. Always try to take out the mages first, if possible, and work your way through the temple slowly. Rushing too far ahead can easily result in drawing the attention of too many enemies. When you meet Mormoz, he'll activate the broken portal back outside, which leads to the next area.



The Grass Sea

Enemies: Fire Beetles (Fire Beetle Eyes), Cyclops

The Grass Sea is a small area with one item of note: another broken portal. This one will transport you inside the sealed temple back in the ashen plain. Like the Cyclops you fought back in the Hidden Shore, the ones you'll find here pack a mighty punch and are best dealt with at range. Note that this is the last area in the game where you can find fire beetles and get a chance to find their fire-enchanted eyes. It's worth taking the extra time to hunt them all down.

The Sealed Temple

Enemies: Mummies

Your goal here is to extinguish all of the braziers of their fire. The 24 braziers are scattered in nooks and crannies, as well as in the open, throughout the temple. You'll need to search the entire temple thoroughly to find them all. One thing to keep in mind is that the map, while random, is often set up in a symmetrical fashion, and this often applies to the brazier locations as well. If you find a brazier in a corridor branching to the right from the main path, you'll likely find another in a left-branching path as well. When you've completed the quest, you'll break the seal on the temple and exit back to the Ashen Plain. Head back to Mormoz's Temple and face the mummy king once again.



Boss: Mormoz

Although you completed his quest, Mormoz wishes to be freed of the curse of immortality, and to die in battle. Mormoz will summon mummies into the chamber—you'll want to defeat them quickly or risk being overwhelmed. Although intimidating in appearance, Mormoz is not a tough fighter, and you can get in close and grant him his last wish without much risk. Defeating Mormoz allows you to reach the next broken portal.



Tower of Clouds

Enemies: Dark Elves, Cloud Giants

Boss: Cloud Giant King

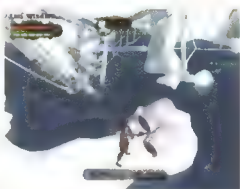
The lord of the giants is, not surprisingly, a much tougher version of the standard cloud giant you've been fighting on the Tower of Clouds. He's got a mean chain lightning attack that can track and hit several party members at the same time, and his attacks can easily fell most characters in a couple of hits. His weakness is his speed—he's very slow. Try to stay out of the range of his lightning and hit him with ranged attacks until he falls. Dropping the Cloud Giant King will free Lazlo. Follow Lazlo to the next broken portal.



The Frozen Sea, Bronzeholt

Enemies: Uthork, Frost Badgers

Your goal here is to locate the five parts for Lazlo's raft. Each part is located near the wreck of a ship, so search around them to find the parts. As you might expect, ice-based magic or ice-enchanted weapons won't be useful here, but now's the time to break out your fire-enchanted arsenal and flame weapons! When you find all five pieces of the raft, take them back to Lazlo and he'll open the Bronzeholt, a second ice area that contains the dock where you can launch the raft.

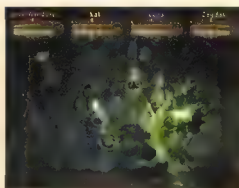


The Depths, Sea Cave

Enemies: Skeletons (Bone Chips)

Boss: Murkdwell

The Horn of Ill Omen, your ultimate goal in Act III, is guarded by the giant sea monster, Murkdwell. Murkdwell is strong, but he's hampered by the environment. Because of the rocky outcroppings in his small cave, you can actually manipulate him into an area where he can't even reach you but you can hit him with your ranged weapons and spells. After such a long chapter of the game, this boss fight can be pretty anti-climactic because of this. After defeating Murkdwell, be sure to grab the Horn of Ill Omen, then use the nearby portal to return to Water's Edge. From there, you can reach the small island where you began your Act III journey. Give the Horn to Davel Grom to finish Act III.



CHAMPIONS: RETURN TO ARMS



Sony Online Entertainment recently announced that a sequel to *Champions of Norrath* is in development. *Champions: Return to Arms* is scheduled for an early 2005 release; it will offer "more single player adventures, a deeper online and multiplayer experience, plus new characters, monsters, weapons and items." Other new features include two new playable races, more character customization options and a "medal" system for unlocking secret gameplay modes. *Norrath* players will be pleased to learn that they can import their existing characters into the new game, which offers increased level limits (up to Level 80). The storyline concerns the followers of the defeated god Innoruuk, who have gathered the shards of his shattered body in an attempt to resurrect him. We'll have more info as soon as it becomes available.

Tournament Report

52

by Jason Wilson

Sponsored by



This monthly column features coverage of major arcade and home video-game tournaments happening all across North America! On these pages you can see photos of the greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video-game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

TOURNAMENT CALENDAR

June 25-27, 2004

Midwest Street Fighter Championships 2004

Contact: Amar Patel
Nickel City
555 Waukegan Road
Northbrook, IL 60062
(847) 559-8727

The premiere fighting-game championship in the Midwest returns to suburban Chicago, Illinois. The tournament schedule is as follows:

Friday, June 25
11:00 AM—Signups
12:00 PM—Puzzle Fighter
3:00 PM—SVC Chaos: SNK vs. Capcom/Vampire Savior
5:00 PM—The King of Fighters 2003/Street Fighter Alpha 3
8:00 PM—Street Fighter III: 3rd Strike

Saturday, June 26

11:00 AM—Signups
12:00 PM—Street Fighter 15th Anniversary Edition Qualifying Rounds
3:00 PM—Capcom vs. SNK 2
8:00 PM—Guilty Gear XX

Sunday, June 27

11:00 AM—Signups
12:00 PM—Street Fighter 15th Anniversary Edition Finals
Marvel vs. Capcom 2
3:00 PM—Capcom vs. SNK 2
Team Tournament
5:00 PM—Super Street Fighter II Turbo
8:00 PM—Street Fighter III: 3rd Strike Team Tournament

July 29-August 1, 2004

Evolution 2004 International Fighting Game Championships

Contact: Games Room, Etc.
Bronco Student Center
California State Polytechnic University
3801 W. Temple Avenue
Pomona, California 91768
(909) 869-4288
www.evo2k4.com

This summer, the largest fighting game tournament switches to an all-console format with tournaments in Tekken 4, Tekken Tag Tournament, Marvel vs. Capcom 2, Virtua Fighter 4: Evolution, Capcom vs. SNK 2, Super Street Fighter II Turbo, Street Fighter III: 3rd Strike and Guilty Gear XX. With players from all over the globe and over \$10,000 in cash and prizes expected to be awarded, Evolution 2004 could be the biggest console game tournament of the year.

ABSOLUTION 2004 WORLD FIGHTING GAME CHAMPIONSHIPS

Over 100 players from across Europe and Asia traveled to London, England to compete in the Absolution 2004: Balance of Judgment fighting game championships held April 15-18 at the London Trocadero. Japan and Hong Kong's finest players made the event, as well



as nearly every top player in Europe. This was the first time that a tournament of this magnitude has been held in Europe, the highlights of which were "Team" tournaments consisting of players from the United Kingdom, Europe, Hong Kong and Japan. Team members had previously qualified by winning events in their local areas in order to compete against the other teams in exhibition matches.

The winner of each singles tournament received £300 (about \$500), as well as a trophy and gold certificate. Most of the tournament matches were played on console systems, except for *Street Fighter Zero 3* (a.k.a. *Street Fighter Alpha 3*) and *Street Fighter III: 3rd Strike*, which were played on Japanese arcade cabinets. Congratulations to Hon Yip for his coordination of this amazing event. Here's a list of the winners:

Soul Calibur II

1st Place—Oliver Jack (France)
2nd Place—Guillaume Dorison (France)
3rd Place—Will Murray (United Kingdom)

Tekken 4

1st Place—Nikos Fourikis (Greece)
2nd Place—Daniel Merchan (Belgium)
3rd Place—Michael O'Hara (United Kingdom)

Street Fighter III: 3rd Strike

1st Place—Daigo Umehara (Japan)
2nd Place—Kentaro Kasui (Japan)
3rd Place—Tetsuya Inoue (Japan)

Capcom vs. SNK 2

1st Place—Tetsuya Inoue (Japan)
2nd Place—Ryo Yoshida (Japan)
3rd Place—Christophe Beauboucher (France)

Super Street Fighter II Turbo

1st Place—Daigo Umehara (Japan)
2nd Place—Joey Zaza (United Kingdom)
3rd Place—Kuni Funada (Japan)

Virtua Fighter 4: Evolution

1st Place—Ryan Hart (United Kingdom)
2nd Place—"Bugis J" (Singapore)
3rd Place—Hatim Habashi (Egypt)

Tekken Tag Tournament

1st Place—Fabrizio Tavassi (Italy)
2nd Place—Ryan Hart (United Kingdom)
3rd Place—Michele Scuppa (Italy)

Street Fighter Zero 3

1st Place—Ryo Yoshida (Japan)
2nd Place—Shinichi Kiyomatsu (Japan)
3rd Place—Daigo Umehara (Japan)

Guilty Gear XX #Reload

1st Place—Daigo Umehara (Japan)
2nd Place—Ryo Yoshida (Japan)
3rd Place—Ryo Yoshida (Japan)

Team USA Qualifying Tournament

At the Northern California Regionals tournament on April 3-4 at Golfland USA in Sunnyvale, California, 40 players competed for a chance to qualify for "Super Battle Opera," the Japanese international fighting games championship held in Tokyo in May. Japanese tournaments were held for *Street Fighter III: 3rd Strike*, *Guilty Gear XX #Reload* and *Capcom vs. SNK 2*. Since there was a lack of participants due to the high entry fee and lack of interest in going to northern California at such a short notice, some of the top players were not in attendance. In fact, there was not even a *Guilty Gear XX #Reload* machine at the arcade, so the qualifiers were held eight hours later at the home of one of the participants on PlayStation 2. There were even rumors of a small conspiracy at the tournament: Since only eight players wanted to enter the *Capcom vs. SNK 2* qualifying portion of the



event, it was changed to a "round robin" format during which one of the players purposely lost to another player in order for him to have a better chance at earning a spot on Team USA. This created a logjam at the top of the standings and forced a single-game, "sudden death" playoff. Despite the drama and rushed tournament atmosphere, the tournament ran smoothly, and Team USA is excited about heading for Japan! Here are the results:



Capcom vs. SNK 2

1st Place—Ricky Ortiz
2nd Place—Campbell Tran
3rd Place—Kim Hahn Hoang

Guilty Gear XX #Reload

1st Place—Rommel Shaheed
2nd Place—Saif Ebrahim
3rd Place—Peter Rosas

Street Fighter III: 3rd Strike

1st Place—Michael Fauson
2nd Place—Frankie Melendez
3rd Place—Thomas Shind

Greetings, sports fans, and welcome to the **Tips & Tricks** sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the

TIPS & TRICKS

SPORTS DESK

by Anatole Brown

Vol. 45

Madden NFL 2005 Preview



We have some new info regarding one of the most anticipated sports titles of the year: *Madden NFL 2005*. Last year's *Madden* juiced up the offensive side of the ball with the new Playmaker Controls. The defense was able to use some Playmaker functions, but was limited to anticipating a run or pass play just before the ball was snapped. This year, defense is going to be a blast with the new Hit Stick feature. Just like the name implies, the Hit Stick allows you to deliver a big hit using the right analog stick. Time it right and you can cause a game-altering fumble. Playmaker Controls have also become deeper for the defense with the ability to assign individual or all defensive players. The defense can now jam receivers, force blitzes and spy the QB on the fly. Defense has been winning the Super Bowl for the past several years in the NFL, so this is a welcome addition. Besides, how many times have you wished you could get back



to the offensive side of the ball while playing *Madden*? Now you can have fun on defense! It will be interesting to see how this will

affect the gameplay balance of this year's upgrade. Other interesting new features include a new "Creat-A-Fan" mode and "Storyline Central." Creat-A-Fan mode lets you create your team's fan by customizing your fan appearance with all kinds of gear, like clothing, hats and face paint. Team specific items will also be available, like Cheese Heads for Packer fans and gladiator gear for Raiders fans. Storyline Central adds human drama to the Franchise mode. Tony Bruno of drive-time sports talk radio fame delivers current



stories regarding your team. You can also view local and national newspapers that discuss your own team personnel and the rest of the league. Is your star running back venting in the papers about not getting the ball enough? Is there a player on a rival team who would rather play for you?



It's up to you as the owner to use this knowledge to your advantage and keep the morale high on your team! We'll definitely bring you more on *Madden NFL 2005* when we start the season.

ESPN NFL 2005 Preview

With no NFL GameDay and NFL Fever this year, the lone challenger to the *Madden* dominance will be Sega's *ESPN NFL 2005*. Which is probably just as well, since Sega's football franchise has been the only one that many sports gamers prefer as an alternative to *Madden*. Several new interesting additions will be showcased this year in *ESPN NFL 2005*. The most impressive feature is the new V.I.P. System. Tired of getting beat down by your friend every time he comes over? With the new V.I.P. system, you can save your buddy's profile after a game and record all of his tendencies, habits and gameplay style. You can then load the profile and the computer will play exactly the same way your friend tends to play the game, allowing you to practice and find weaknesses so you'll be prepared for the next time! The same



goes for players ranked online. Want to learn how the best player in the rankings plays the game? Simply download his V.I.P. profile and see if you can hang! The V.I.P. System also lets you play

against the profiles of coaches around the league to improve your skills. The Crib mode has also been spiced up with the addition of celebrities like Jamie Kennedy, David Arquette, Carmen Electra, Funkmaster Flex and Steve-O of MTV's *Jackass*.

You'll be hanging out in your Crib and suddenly you'll get a phone call from any one of the B-level celebs who will challenge you to a game. The celebrity teams are basically a collection of the star's favorite players. By beating these challenges, you will be rewarded with special items for your Crib. During the game,



the celebrity will talk smack as if you're playing them online. A Carmen Electra poster would certainly be a nice little addition to your pad! ESPN's Chris Berman and sideline reporter Suzy Kolber will bring more realism to the overall ESPN-style presentation of *ESPN NFL 2005* with halftime and

post-game shows, player of the game awards and gameplay analysis. As always, it looks like *ESPN NFL 2005* will more than hold its own against *Madden*. We're sure that there will be plenty of folks who still prefer this game over EA's juggernaut. Freedom of choice is always a good thing!

Smash Court Tennis Pro Tournament 2

Namco's *Smash Court Tennis Pro Tournament 2* will be the only professional tennis game released for the PS2 this year. 16 top tennis stars are featured in the game: Jennifer Capriati, Lindsay Davenport, Anna Kournikova, Justine Henin-Hardenne, Kim Clijsters, Serena Williams, Amelie Mauresmo, Daniela Hantuchova, Tim Henman, James Blake, Juan Carlos Ferrero, Richard Gasquet, Tommy Haas, Andy Roddick, Lleyton Hewitt and Marat Safin. That's double the amount of players featured in the first *Smash Court Tennis* game for the PS2, but unfortunately Andre Agassi and Pete Sampras did not return, giving a clear edge in star power to the women players. Real Grand Slam Tournament venues are available including the U.S. Open, French Open, Aus-



tralian Open and Wimbledon. In Pro Tour Mode, players create their own no-name players and take them up through the ranks as they compete against the best in the game. The Challenge Mode is back with even more mini-games to unlock. A new Spectator



Mode lets you just sit in the stands and watch the CPU control the action on both sides of the net if you want to take a break. You can play doubles with four players if you have a PS2 Multi-Tap. *Smash Court Tennis Pro Tournament 2* doesn't add a whole lot to the first game, but the addition of more players should be a little more satisfying to tennis fans.

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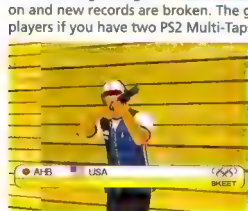


Athens 2004

989 Studios' *Athens 2004* for the PlayStation 2 is the only summer Olympics game with the official Athens 2004 Olympics license. Like the old-school *Track & Field* games by Konami, *Athens 2004* has a party-game atmosphere with plenty of button-mashing that even non-gamers can enjoy. You can choose from any of the 64 representing countries and try to smash the world record in over 25 different events. Along with the predictable events within the Track, Field and Swimming disciplines, *Athens 2004* has several surprises like Weightlifting, Equestrian Jumping, Archery, Gymnastics and even



Skeet Shooting! All the events are presented like party mini-games with very simple controls. 989 was given the actual structural design plans for all the Olympic venues being built in Athens, so every stadium is accurate down to the very last detail. If you have the Network Adapter for the PS2, you can download the latest Olympic stats as the summer games go on and new records are broken. The game supports up to eight players if you have two PS2 Multi-Taps. The Party Mode option lets you break out your old Dance Mat—like the ones used for Konami's *Dance Dance Revolution* series—and give yourself a workout as you chase the gold medal. Not all events support the Dance Mat, though the Party Mode cannot be used with



any other peripheral. *Athens 2004* is a fun and easy game that will get you into the Olympic spirit and it's something that the whole family can enjoy. Go U.S.A.!

XSN Sports and 989 Studios Take a Break



Both Microsoft's XSN Sports and Sony's 989 Sports have decided to take time off and have cancelled key titles in their upcoming sports line-ups for the 2004-2005 season. Microsoft will not release *NFL Fever 2005*, *NHL Rivals 2005* or *NBA Inside Drive 2005*. Sequels for the *Top Spin* and *Amped* series will also not be released this year but they are not considered to be "every year" titles. 989 Sports is cancelling *NFL GameDay 2005*, *NFL GameBreaker 2005*, *NBA Shootout 2005* and *NCAA Final Four 2005*. The *MLB*, *World Tour Soccer* and *NHL FaceOff* series will continue, however. After listening to consumer feedback, both companies decided to take extra time to raise the quality of their sports games in order to compete better with EA Sports and Sega's ESPN games. It seems that Sony and Microsoft both want to come out strong with quality sports games when their next generation of consoles are released. 989 Sports is currently working on sports titles for Sony's new PSP handheld unit, which could also be another reason for the time off. Both companies assure us that they're just taking a break and will be back for the next season.



EA Sports Goes Xbox Live!

Now Xbox gamers can show off their Madden skills to everyone all over the world: EA Sports and Microsoft officially announced that EA Sports titles will now be playable online via Xbox Live. Check out the new boxes for EA Sports' Xbox titles—they feature the Live Online Enabled symbol. Other EA Sports games that will support Xbox Live include *Tiger Woods PGA Tour 2005*, *NASCAR 2005: Chase For The Cup*, *NBA Live 2005*, *NHL 2005* and *NCAA March Madness 2005*. EA's first Xbox Live-enabled game will be *NCAA Football 2005*, coming out in July. Players will have access to voice communication, tournament ladders, rankings and additional online community features from EA Online. Several EA Games titles will also be Xbox Live, such as *GoldenEye: Rogue Agent*, *Battlefield: Modern Combat* and *TimeSplitters: Future Perfect*, just to name a few. It's a win-win situation for everybody involved, including EA, Microsoft and you, the player! Could this be the real reason why XSN Sports stepped aside this year?



LIVE ONLINE ENABLED

TIPS & TRICKS

COLLECTOR'S CLOSET

by Joe Santulli

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!

TurboGrafx-16: Hu Wants Some?

Most gamers who argued over which 16-bit console was the best were usually locked in the "Sega Genesis vs. Super NES" battle. Every so often, a voice would bellow out "TurboGrafx-16!"...only to be overwhelmed by the tidal wave of Sega and Nintendo owners. Produced in 1987 by Japanese electronics giant NEC, the TurboGrafx-16 was the most popular game system in Japan (where it was known as the PC Engine) during the late '80s. But by the time it reached the U.S. in 1989, Sega's strong Genesis launch kept the Turbo in second place until the Super NES put it permanently in third. While the system had a lot going for it—including a colorful software library with tons of personality and the world's first CD-ROM add-on for a game console—there simply were not enough U.S. gamers buying the system to allow it to have any kind of staying power.

As the years passed, a new generation of players has discovered the joys of the TurboGrafx-16 and its successor, the Turbo Duo

(an improved model with built-in CD-ROM capability). If you follow any collecting circles, then you already know that the TurboGrafx-16 and its sister systems are "in." Many gamers are enjoying the system for the first time, while longtime fans are filling in the gaps in their collections en route to completing the relatively small U.S. library of 94 credit card-style HuCards (named after Hudson Soft, which co-designed the hardware and was a primary developer of software for it). For the hardcore, there are many more options, including 44 CD releases and over SEVEN HUNDRED games released in Japan!

This is a fascinating system to collect for, with a wide range of game styles, system exclusives, imports, rarities, CD variations and hardware add-ons...and it holds a special place in our hearts, since the publisher of *Tips & Tricks* also published *TURBOPLAY*, the official TurboGrafx-16 magazine. For our first glance at TG-16 collecting, let's look at the system's hardest-to-find HuCards.



Magical Chase

Rarity: 9 (Approximate value: \$200)
Magical Chase is THE hardest to find of the domestic TG-16 releases. It's also one of the more entertaining games available on this platform, reminiscent of the *Cotton* series of side-scrolling, girl-on-a-broom shooters.

Bonk 3: Bonk's Big Adventure

Rarity: 8 (Approximate value: \$65)
The third game in the *Bonk* series and one of the final U.S. HuCards. In this adventure, Bonk can grow to take up nearly half the screen or shrink to minuscule sizes, adding a puzzle element to the classic platform series.



Chase H.Q.

Rarity: 6 (Approximate value: \$25)
The Taiko arcade game comes home, as you attempt to chase down and ram the bad guy's car. Fast-paced arcade driving action.

Samurai-Ghost

Rarity: 6 (Approximate value: \$23)
An ugly side-scrolling platformer with surreal "cardboard cutout" character animation. This is the sequel to *The Genji and the Heiki Clans* (as seen in *Namco Museum Volume 4* for the PlayStation).



Night Creatures

Rarity: 6 (Approximate value: \$18)
Another side-scrolling hack and slash game, this time with some role-playing game elements (weapons, potions, special items, etc.) to enhance your skills as you progress.

Neutopia II

Rarity: 6 (Approximate value: \$25)
The *Neutopia* series reminds many of *The Legend of Zelda*. Maybe "reminds" isn't the right term; "blatantly rips off" may be more accurate. Still, it's a solid title. Both *Neutopia* games are well worth collecting AND playing.

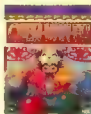


Dungeons & Dragons: Order of the Griffon

Rarity: 6 (Approximate value: \$30)
Fans of the old TSR "gold box" series of D&D games that graced many 8-bit computers in the '80s will warm right up to this entry, which includes first-person dungeon crawling and third-person party battles.

Drop Off

Rarity: 6 (Approximate value: \$12)
Standard puzzle fare as you smash apples, diamonds and other similarly menacing objects as they grow from the top of the screen. It looks a little like a *Bust-A-Move* clone, but the gameplay isn't nearly as engaging.



Chew Man-Fu

Rarity: 6 (Approximate value: \$15)
One of the great sleepers on the TurboGrafx-16, this puzzle/action game has loads of anime-inspired personality. Shove giant balls around simple mazes, matching colors as you smash walls and various deadly bad guys.

Soldier Blade

Rarity: 6 (Approximate value: \$50)
A fine vertical shoot-'em-up, the sequel to *Super Star Soldier*. There are actually four games in this series, three of which were released in the U.S. on the TurboGrafx-16 (*Blazing Lazers* was the other one).



Bomberman '93

Rarity: 6 (Approximate value: \$35)
Classic frantic action game that's best played using the Turbo Tap (a five-player controller adapter) and four friends. One of the best versions of *Bomberman* available, with clean, colorful 2-D mazes.

Klax

Rarity: 6 (Approximate value: \$20)
Familiar 3-D puzzler where you have to drop tiles of the same color horizontally, vertically or diagonally to make the line disappear. Features some truly superb digitized sound effects, just like the arcade version.



Jackie Chan's Action Kung Fu

Rarity: 6 (Approximate value: \$25)
Before Jackie Chan was really popular in the U.S., this platformer featuring the popular Japanese action star went almost without notice on the NES. The TurboGrafx-16 update offers improved graphics and sounds.

BEST OF THE BEST: VIDEO GAME "GEM COLLECTING"

So many games, what to collect? Collecting video games isn't all about quantity. Many collectors value the quality of their collection over the number of games they have. It is both economical and practical to collect the games that you'll enjoy playing, right? Of course it is. Still, if you're looking to add a few centerpieces to your personal game library—games that will make your friends drool with jealousy—allow me to present you with this list of collectible gems. These are games that are not only highly sought after, but also provide superb gaming experiences.



◆ BOUNTY BOB STRIKES BACK (Atari 5200)

Rarity: 8

Miner 2049'er appeared in every gamer's library during the '80s, but its sequel, *Bounty Bob Strikes Back*, came and went like a flash. That's a shame, too, because *Bounty Bob* is a far superior game, offering an interesting isometric perspective and loads of new challenges.

◆ DINER (Intellivision)

Rarity: 7

Curiously, this sequel to the coin-op classic *Burger-time* started out as a *He-Man & the Masters of the Universe* sequel! Instead of building burgers, you're kicking "food balls" down an isometric maze.



◆ MAGICAL CHASE (TurboGrafx-16)

Rarity: 9

I happen to be a big fan of the "flying teenage girls who kick ass" game genre, so perhaps I am a bit biased when I say that *Magical Chase* is one of the best horizontal shooters ever made for home systems.

◆ NEO TURF MASTERS (Neo-Geo)

Rarity: 8

Probably the greatest arcade golfing game ever made. It lacks the physical action required in the classic *Golden Tee*, but for flat out timing-based golf, this is the ticket. Neo-Geo titles tend to be overly expensive, though.



◆ PIRATES! GOLD (Genesis)

Rarity: 3

Is it a sword-fighting game with RPG elements, a naval battle game with exploration elements or a dating sim? *Pirates! Gold* is all of these things, a wonderful mix of strategy, action and chance.



◆ REZ (PlayStation 2)

Rarity: 4

U.S. gamers had a brief and passing fancy with this unusual shooter that's half *Panzer Dragoon* and half *Tron*. A mesmerizing experience, originally released overseas for the Dreamcast; snatch it up if you can still find one cheap.

◆ SNATCHER (Sega CD)

Rarity: 5

A treat for fans of point-and-click adventures or interactive comics. Infamous at the time for its adult themes and sometimes shocking visuals, *Snatcher* may not shock today's desensitized gamer, but the story is still compelling.



◆ PANZER DRAGON SAGA (Saturn)

Rarity: 4

The third *Panzer Dragoon* game shifted the genre from third-person shooter to role-playing game. It improved the graphics and music from the already impressive series and added an innovative combat system and intriguing storyline.



◆ NINTENDO WORLD CHAMPIONSHIPS (Nintendo Entertainment System)

Rarity: 10

This is the cartridge used in the 1990 Nintendo World Championships, a nationwide tournament. Only 116 copies made it into the hands of consumers: 90 gray carts given to NWC finalists and 26 gold versions given away in a *Nintendo Power* contest.



◆ SONIC THE HEDGEHOG (Sega Master System)

Rarity: 7

One of the most common Genesis titles is actually quite rare on Sega's 8-bit console. *Sonic* was one of the Master System's last releases in the U.S., where it was inexplicably published with Sega's European package design.

ROOM OF DOOM

Game collecting is alive and well in the Netherlands. The proof can be found in the room of Sander Sloopweg, a Dutch collector who lives near Amsterdam. Sander's collection includes everything from a complete Nintendo Game & Watch collection to incredibly rare prototypes like his Atari 2600 beta model.

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.



BUILDING YOUR CLOSET CONTEST

I've been going on and on about video-game collecting for three years now, but I'm sure that some of you don't have the time or the finances to cultivate a noteworthy collection. For those of you who are just getting into game collecting, I have something to start your collection off with a bang: a copy of the highly-coveted *Suikoden II* for PlayStation—plus the game's official strategy guide. All you have to do is tell me why you want to start collecting, in 100 words or less. Send your entry to:

Tips & Tricks Collector's Closet
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

The reader who writes the best, most sincere letter will get the goods. These items are coming from my personal collection, so I want them to end up in a good home where they'll be appreciated. Good luck!



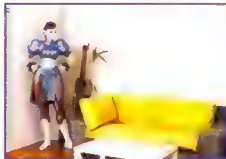


日本 JAPAN REPORT!

by Anatole Brown

Vol. 78

LIFE-SIZE CHUN-LI!



is completely hand-painted by the Sere-sen Art Workshop, a sculpting company that works on many movie productions in Japan. A unique serial number is engraved on each figure at the base, but there seems to be quite a few out there judging from the number of retailers that sell the statue. Note: You must be 18 or older to purchase Chun-Li!

For the 15th anniversary of *Street Fighter*, Capcom rolled out a 1/1 scale, life-size Chun-Li statue! Several retailers in Japan—including Toys 'R' Us—are selling the statue for a whopping 600,000 yen (about \$5,720)! The figure stands about five-and-a-half feet tall, which presumably is Chun-Li's real height. Each Chun-Li is made out of molded plastic and



FAMICOM MINI SERIES 2

Just as the *Classic NES* series for the GBA hits stores here in the U.S., the second series of *Famicom Mini* games arrives in Japan. The second wave includes *Mario Bros.*, *Clu Clu Land*, *Balloon Fight*, *Wrecking Crew*, *Dr. Mario*, *Dig Dug*, *Takahashi Meijin No Bouken Jima* (*Adventure Island*), *Makaimura* (*Ghosts 'n Goblins*), *TwinBee* and *Ganbare Goemon!* *Karakuri Douchu*. The games will come in the same retro-style packaging reminiscent of their original Famicom game boxes. It's hard to say which games from this series will be released in the U.S., since two games out of the first *Famicom Mini* series in Japan—*Star Soldier* and *Mappy*—were omitted from the *Classic NES* series in North America. Each *Famicom Mini* GBA game costs 2,000 yen (about \$19).



SUPER RARE FAMICOM Mini

If there's one *Famicom Mini* game that will surely not make it into the *Classic NES* series for the U.S., it's *Kidousenshi Z Gundam: Hot Scramble*. The game was originally released for the Famicom back in 1986 by Bandai and featured a unique first-person perspective from the Gundam cockpit, as well as side-scrolling shooting action. Only 2,000 copies of this

super rare *Famicom Mini* GBA game were produced, and they were not sold in stores; instead, they were given away to lucky winners in Japan as a contest prize. In order to enter the contest, you had to buy a copy of *Kidousenshi Gundam: Senshitachi No Kiseki* for the GameCube and send in the serial number for the game to Nintendo, plus you had to be a member of the Club Nintendo point system. The winners were chosen from a random drawing at the end of April. If you see one of these in an online auction, get ready to be shocked by the outrageous bidding prices!



Import Spotlight

The Daibijin

D3 Publisher is known for its budget PlayStation and PS2 titles in Japan. Normally the D3 releases aren't anything special, since most of the games are pretty generic. But Vol. 50 of the Simple 2000 series called *The Daibijin* (*The Giant Beauty*) has been raising a few eyebrows due to its unusual game premise. *The Daibijin* is like a cross between the old sci-fi B-



movie *Attack of the 50 Foot Woman* and Japanese giant monster flicks like *Godzilla* and *Mothra*. A bikini-clad 17-year-old girl named Riho is blown up to over 150 feet and starts randomly attacking the Tokyo area. The player controls the Okinawa Self-Defense Force and uses tanks, helicopters and airplanes to hold her at bay. The player must also take photographs of Riho to determine the cause of her sudden growth spurt and uncontrollable behavior. Will she ever return to normal size? A silly game without a doubt, but it looks like a lot of fun and it was developed by HuneX, which also made *I-Spy: Operation Espionage* for the Dreamcast. The game was released on May 20th in Japan and carries the Simple 2000 budget cost of 2,000 yen (about \$18).

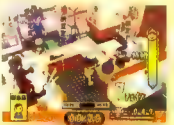


Yoshinoya: The Game

Although *Yoshinoya Beef Bowl* may not be the fast food of choice here in the U.S., it's a staple in Japan—and it tastes a lot better over there, too. Enter *Yoshinoya*, the PS2 game from Success! *Yoshinoya* is being categorized as a "customer service action" game, where the player has to deliver quick and attentive service. Right from the start you have to use strategy when seating a customer so you have enough room when additional people come through the door. (The Japanese *Yoshinoya* chains only offer counter seating, so it can get pretty tight!) When customers order food, you can actually pull



off a combo move if more than one customer orders the same thing, thus allowing you to fulfill multiple orders in one blast. If you bring out the orders fast, the beef bowl will glow and the customers will get up and dance! A slow delivery or a mistaken order will result in a dissatisfied customer and your score will go down. The game is divided into morning, noon and night shifts. If you clear all shifts, you can enter the Customer Service Tournament, where you will face off against a particularly finicky *Yoshinoya* regular! *Yoshinoya* was released on May 27th in Japan for 3,800 yen (about \$39).



CLOVER STUDIO OPENS

Atsushi Inaba recently announced the formation of Clover Studio, a new independent game development studio funded by Capcom. Inaba made a name for himself by producing some of Capcom's most progressive titles, including the *Steel Battalion* series for the Xbox and *Viewtiful Joe* for the GameCube. He will be the president and CEO of Clover Studio and will be joined by Shinji Mikami of *Resident Evil* fame and Hideki Kamiya, the director of the *Devil May Cry* series. Although Clover Studio is an independent company,



CLOVER STUDIO

its games will still be published under the Capcom brand. The studio is already hard at work on several titles including *Okami* (or "Great God"), a PlayStation 2 version of *Viewtiful Joe* and the sequel *Viewtiful Joe 2* for both PS2 and GameCube. Inaba wants to assure



gamers that Clover Studio will never rehash old material, so *Viewtiful Joe* for the PS2 will include a special character: Dante from *Devil May Cry*!

The mission of Clover Studio is to create games that are new and innovative. They are forcing themselves to ask vital questions about the future of video games.

Have games become overly technical? Are game developers ignoring what game players really want? Are the creators really enjoying themselves when making a game? The idea behind the studio's name is a little corny, but it explains their motto: "Clover" is derived from the words "creative" and "lover." The key concept for Clover Studio is "play" and its founders hope that this will translate into everything that they do. With the amount of talent and vision this company has, we have a lot of faith in their ability to pull it off. Keep an eye out for these guys!

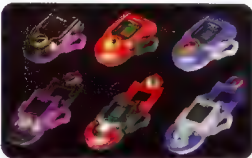
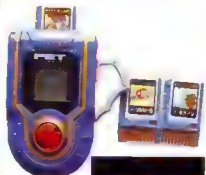


Acess Battle Chip Game

The Rockman EXE Access Battle Chip game from Takara is based on the two recent GBA games: *Rockman EXE 4: Blue Moon* and *Rockman EXE 4: Red Sun* (known as *Mega Man Battle Network 4: Blue Moon* and *Red Sun* in the U.S.). The Advanced PET unit is accurately modeled after the PET units used by the characters in the game. In many ways, the game is similar to a card battle game,



but it uses digital Battle Chip cards and can be played on the LCD screen of a PET unit. The PET unit has a motion sensor and if a player shakes the device, the unit will vibrate indicating that a virus needs to be eradicated—the LCD screen will flash with a "Virus Detected" message. The player then opens the unit and enters a tournament battle. Various Battle Chips can be inserted into the device to aid you in your fight, like Cannon or Recovery Chips. There are over 200 Battle Chips available, including Booster Packs. They can be obtained by buying Battle Chip packs and are even included in various Rockman merchandise like action figures.



Chips packs come in sets of ten for about 300 yen (about \$2.85). Takara also sells other accessories like wrist straps and notebooks for your Battle Chip collection. No word yet on any kind of U.S. release, but hopefully someone is looking into it!

Besides the single-player game, players can also connect two PET units together with a cable to battle it out with friends. PET units come in three different colors—purple, red and blue—and each one costs about 4,000 yen (about \$38) Battle

PIKMIN TOYS

Pikmin 2 for the GameCube was released in Japan in late April and a bunch of Pikmin merchandise has begun to sprout in stores! Our favorite is the line of Pikmin plush dolls from Nintendo. All five Pikmin colors are available: yellow, red, purple, blue and white.



Each one has three different versions: leaf stage, sprouting stage and full-bloom stage. The purple Pikmin is almost nine inches tall! Also available is Captain Olimar and his new assistant, Louie, each one standing about six-and-a-half inches tall. The coolest plush is the Spotty Bulborb that actually lets you shove Pikmin into his mouth; this big dude is over 10 inches high. The dolls range from 1,000 yen (about \$9.50) to 2,300 yen (about \$22) each.

The small *Pikmin 2* figures come with the ubiquitous "ramune" candy that is often packaged together with mini character toys. The tiny figures are said



to represent the actual size of Pikmin characters if they actually existed in the real world. Each box comes with four figures and costs 250 yen (about \$2.30). There are also three secret characters, but you won't be able to tell which figures you get until you open the box. Collect them all!



Gaming Gear

hardware
peripherals
accessories



Q "The Walkman of the 21st Century"—that's what Sony is calling its new handheld gaming device, the **PlayStation Portable (PSP)**. The PSP is set to launch in Japan at the end of this year, followed by North American and European launches in the spring of 2005. Fully 3-D games can be played on the PSP with high-quality graphics falling somewhere between the PlayStation and PlayStation 2. The button configuration is fashioned after the same layout we've seen for the PlayStation and PS2 and also includes a special analog pad for 3-D movement. The PSP uses a proprietary media format called the Universal Media Disc (UMD) made exclusively by Sony. The small but high-capacity optical disc can store up to 1.8 GB of data, including games, movies and music. The main attraction of the PSP is its crystal-clear TFT LCD widescreen that takes up almost the entire center portion of the device. Other features include a built-in 802.11b Wi-Fi wireless LAN for fast broadband online gaming, stereo speakers, USB 2.0 connectivity, Memory Stick PRO Duo slot and IR Remote. The unit shown here is black, but Sony has also shown a pearl-white Gran Turismo 4 PSP model, suggesting that it has plans for other color design options in the future. The PSP will run on a built-in, rechargeable lithium-ion battery or through an AC adapter. There are still some crucial questions that Sony has yet to answer about the PSP, like how long the battery will last and how much the PSP will cost. Like the PS2 launch in 2000, the Japanese launch of the PSP will be closely watched by people all over the world. That's when we'll find out the price, how many units will be available and how well they are made. So what games are we going to be playing on the PSP? As of now, Sony claims to have over 100 companies from all over the world developing PSP games. As you can see from the list above, many of the titles that have already been announced are known properties that are sure to excite any rabid gamer!



Possible Games for Sony PSP

Ape Escape (Sony)
Darkstalkers Chronicle (Capcom)
Death Jr. (Sony)
Dynasty Warriors (Koei)
Gran Turismo 4 Mobile (Sony)
Hot Shots Golf (Sony)
MediEvil (Sony)
Metal Gear Acid (Konami)
Need for Speed Underground (EA)
NFL Street (EA Sports (Sony)
NFL FaceOff 2004 (989/Sony)
NBA ShootOut 2004 (989/Sony)
NBA Street (EA Sports (Sony)
Puyo Pop Fever (Sega)
Ridge Racer (Namco)
Spider-Man 2 (Activision)
Tales of Eternia (Namco)
Tiger Woods PGA Tour (EA Sports)
Tony Hawk's Underground 2 (Activision)
Twisted Metal: World Tour (Sony)
Wipeout Pure (Sony)



Ape Escape



Metal Gear Acid



Hot Shots Golf



Q Just when you thought your GBA SP made you the coolest kid on the block, Nintendo unveiled its new handheld device, code-named **Nintendo DS** (for "Dual Screen"). Nintendo still hasn't decided on a final name for the device, so it will probably have a different name when it launches at the end of 2004 in both Japan and North America. Taking its cue from the GBA SP, the DS opens up like a clamshell. Both screens are capable of displaying 3-D graphics, whether it's one large image across two screens or two different perspectives at once. The lower screen is touch-sensitive and can be used to move characters or navigate menus simply by tapping or dragging a stylus pen on the screen. The DS also has a D-pad and buttons similar to the Super NES for more traditional gaming. Most of the DS games shown so far require use of the stylus to play. In Metroid Prime: Hunters, for example, you move with the D-pad but you drag the stylus across the screen to look around and tap the screen with the stylus to shoot enemies. A Pac-Man game called Pac-Man game called Pac-Man has players draw the walls of the maze



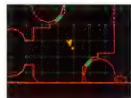
Possible Games for Nintendo DS

Animal Crossing DS (Nintendo)
Dragon Quest Monsters (Square Enix)
Dynasty Warriors (Koei)
Final Fantasy Crystal Chronicles (Square Enix)
Mario Kart DS (Nintendo)
Mega Man Battle Network (Capcom)
Metroid Prime: Hunters (Nintendo)
Monster Rancher (Tecmo)
Mr. Driller (Namco)
Need for Speed (EA)
New Super Mario Bros. (Nintendo)
Pac 'N' Roll (Namco)
PictoChat (Nintendo)
Rayman (Ubisoft)
Sonic (Sega)
Spider-Man 2 (Activision)
SpongeBob SquarePants (THQ)
Super Mario 64 4 (Nintendo)
Viewtiful Joe DS (Capcom)
Wario Ware, Inc. DS (Nintendo)
Yu-Gi-Oh! Nightmare Troubadour (Konami)

ing Pac-Man to eat ghosts and even to force Pac-Man in different directions! The DS has a built-in microphone for voice-command functions and also supports wireless LAN for multiplayer games and communication. GBA games can still be played on the DS, since it's backward compatible. The model shown above is a prototype and will probably be changed before its final launch. The DS certainly offers a new kind of gameplay experience; it's now up to the developers to take advantage of the system. Like the PSP, Nintendo has yet to reveal how long the built-in battery will last and how much the DS will cost. Watch for it!



Animal Crossing DS



Metroid Prime: Hunters

DO YOU KNOW
THE SECRET OF THE

MYSTERY CODES?



TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize...



Mystery Codes

PS2 #10 TRANSFORMERS



The Codes: Enter any of the following codes at the Autobot HQ main menu:
Up, Up, L1, L2
L2, L2, R1, R1, R2
Down, Up, Up, Down, R1, R2, R2, R1
 Up, Down, R1, R2, Down, Down

What We Know: These codes give you the same "Code accepted!" confirmation as all of the other Transformers cheats in our PlayStation 2 Tips section, but they have no effect that we can see. Raphael played this game for weeks, and even he couldn't figure out what they do. Can you solve the mystery?



PS2 #11 AGGRESSIVE INLINE

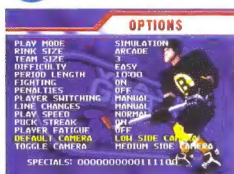


The Codes: Select "Cheats" from the Options menu and enter either of the following codes:
KHUFU
BAKABAKA

What We Know: These codes are accepted just like the rest of the cheats in our PlayStation 2 Tips, GameCube Tips and Xbox Tips sections, but nobody knows what effects they have...although rumors persist about both of them. The first one supposedly grants you "invulnerability," but the game has no quantifiable energy meter and your character never gets hurt anyway. Some people claim that second code keeps your Juice bar filled at all times, but it does not do so in any of the three versions of the game. Can you solve the mystery?



PS2 #12 WAYNE GRETZKY'S 3D HOCKEY



The Codes: At the Options menu, hold the L button and enter any of the following codes:
R, R, Left, Up, Right, Down, B, R
Z, Z, R, Z, R, B, B, Left, Up, B, Left, Up, A, A, Left, Right, Up, Down, B, A, R

What We Know: These codes change the digits in the "Specials" indicator just like the other Gretzky codes you'll find in our Tips & Tricks Codebook, but they have no effect that we can see. We've been sitting on them for years! We're hoping that one of these codes allows you to perform fatalities, as in the arcade version of the game. Can you solve the mystery?



CRACK
THE CODE
AND WIN
A PRIZE!

TIPS & TRICKS

Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *Tips & Tricks* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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